

---

Subject: Re: Some balance things I've been thinking about

Posted by [Goztow](#) on Sun, 16 Apr 2017 07:03:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The preferred tactic on field aow with pointbug was to let warf go after a few minutes 1nd then you were almost sure to win the game on points. Does that sound familiar? Evil white dragon's signature summarises the issue quite clearly.

As for your other points, I'd say about 20 pct of them would be useful to me (for example mining top of doors fix) but generally speaking renegade is well balanced. I especially do not understand why you want to punish the defending team less when it lost a building. It's the core of renegade gameplay. You loose a building, suck it up, you should have defended better.

---