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Subject: Old things that pro's used to do, no longer viable?  
Posted by [s0meSkunk](#) on Wed, 23 Jan 2008 07:31:46 GMT  
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Harvy blocking, ramjet rifle point whoring...why are these things being driven from the game??

When I used to play this game all the time, and was a top ranked player...it was common sense to block the harvester at times, and point whore on tanks with ramjet rifles when your team needed a point boost. Especially if you were pinned down in your base.

Various servers now don't allow harvester blocking, and many servers have changed how the ramjet rifle works.

Giving no points for attacking vehicles, or making them do half damage to light vehicles.

It's a little disorienting, it kind of makes me mad that these things are being driven from the game.

I don't understand.

Maybe I should have participated in the community more, so I could have fought to keep these things...but why'd they have to leave anyway?

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Subject: Re: Old things that pro's used to do, no longer viable?  
Posted by [Veyrdite](#) on Wed, 23 Jan 2008 10:01:51 GMT  
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I agree.

They did that to the Ramjet to "make it fairer". And harvy blocking should not be against rules, as the vehicle can be destroyed (unless of course you are dum enough to do it against your own team).

B2B used to be a big thing, now its practically impossible due to server-side modifications. This isn't bad itself, but now most of the game's B2B sniping ability has gone.

Also the fact that standing still glitching the obby is now ban-worthy, even though it does not un-fairly handi-cap the enemy (exception of them going over to see whats happening, and then shooting you)

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Subject: Re: Old things that pro's used to do, no longer viable?  
Posted by [Dover](#) on Wed, 23 Jan 2008 12:30:34 GMT  
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un-fairly handi-cap the enemy (exception of them going over to see whats happening, and then shooting you)

Usually, when they say "No harv blocking", they mean your own team. Blocking the enemy harv is just smarts.

The ramjet points was a glitch, and it has now been fixed. There's no way to justify 15 points/creds for 5 damage at unlimited range.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Wed, 23 Jan 2008 12:58:35 GMT

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- 
1. Harvblocking. Well, its physically possible, so i dont see a problem with it tbh.
  2. Pointwhoring. Its a bug. I dont like it

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Wed, 23 Jan 2008 15:25:18 GMT

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s0meSkunk wrote on Wed, 23 January 2008 01:31Harvy blocking, ramjet rifle point whoring...why are these things being driven from the game??

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I don't understand.

Maybe I should have participated in the community more, so I could have fought to keep these things...but why'd they have to leave anyway?

About ramjets versus vehicles:

1. There is no reason whatsoever why ramjets should get points for attacking something they don't damage. No logical sense whatsoever. Six years of Renegade and nobody, nobody has successfully explained it in a way that stood up to debate.
2. It misbalances the game, especially in large servers. Look at maps like Walls Flying. There'll be a few havocs/sakuras on the wall, of course. This effectively means that any vehicle usage by the enemy team is bound to cause that team to suffer a hugely disproportionate points disadvantage.
3. It's kinda funny that you think it's a "pro" thing to do. Considering the ramjet's infinite range,

instant hit, and the size of the target, you must have a rather low benchmark for what defines skill in Renegade.

Here's a crazy thought: stop trying to ineffectually shoot that tank for your own personal points gain, and do something that probably never occurred to you: destroy it instead

About harv blocking:

I don't exactly object to it, but I understand why someone would. If the enemy holds the field to the extent that they kill your harvester every time, go out there and do something about it.

Judging by the fact you think shooting tanks with a ramjet is a "pro" thing to do, I'll go out on a limb and make the guess that you aren't good enough to do that. In a nutshell, if you can't take the field back, you don't really deserve to win, arguably.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [trooprm02](#) on Wed, 23 Jan 2008 17:01:41 GMT

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Surth wrote on Wed, 23 January 2008 07:582. Pointwhoring. Its a bug. I dont like it

I see no satire in your post but I hope your kidding...

But anyway, servers that run those gay point/dmg mods, dont play in them, and harv blocking is allowed in most servers last time I checked...or do it anyway lol?

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Wed, 23 Jan 2008 17:02:31 GMT

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Pointwhoring = Shooting with APCs/Havocs on Heavy Vehicles. For me its a bug.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [trooprm02](#) on Wed, 23 Jan 2008 17:05:25 GMT

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Surth wrote on Wed, 23 January 2008 11:02Pointwhoring = Shooting with APCs/Havocs on Heavy Vehicles. For me its a bug.

Better. And thats your opionon, tho I have never heard anyone say anything about the APC being too over powered...This game is so balanced, why argue over the little things..

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Wed, 23 Jan 2008 17:14:04 GMT

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You are right, APCs arent really important. But Havocs on Field are pretty Meh.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [trooprm02](#) on Wed, 23 Jan 2008 20:49:46 GMT

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Surth wrote on Wed, 23 January 2008 12:14 You are right, APCs arent really important. But Havocs on Field are pretty Meh.

Ye, but it was intended, some people don't like it, but thats the idea

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Dover](#) on Wed, 23 Jan 2008 23:50:09 GMT

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MWright968 wrote on Wed, 23 January 2008 12:49 Surth wrote on Wed, 23 January 2008 12:14 You are right, APCs arent really important. But Havocs on Field are pretty Meh.

Ye, but it was intended, some people don't like it, but thats the idea

No. It was not intended. It was intended for vech destruction to yeild 1/10 it's value in points. How can you justify giving the entire destruction value for 10 ramjet shots (50 damage)?

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [BlueThen](#) on Thu, 24 Jan 2008 01:34:23 GMT

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Ramjet has a very slow rate of fire.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Thu, 24 Jan 2008 13:15:41 GMT

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Dover wrote on Wed, 23 January 2008 17:50 MWright968 wrote on Wed, 23 January 2008 12:49 Surth wrote on Wed, 23 January 2008 12:14 You are right, APCs arent really important. But Havocs on Field are pretty Meh.

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It is "intended", not "intented"

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Starbuzz](#) on Thu, 24 Jan 2008 13:35:59 GMT

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Surth wrote on Thu, 24 January 2008 07:15Dover wrote on Wed, 23 January 2008 17:50MWright968 wrote on Wed, 23 January 2008 12:49Surth wrote on Wed, 23 January 2008 12:14You are right, APCs arent really important. But Havocs on Field are pretty Meh.

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No. It was not intended. It was intended for vech destruction to yeild 1/10 it's value in points. How can you justify giving the entire destruction value for 10 ramjet shots (50 damage)?  
It is "intended", not "intented"

Grammer Nazi, much?

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Thu, 24 Jan 2008 13:55:32 GMT

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Well he wrote it wrong multiple times so i suppose it wasnt a oversight

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Goztow](#) on Thu, 24 Jan 2008 16:35:30 GMT

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The ramjet points u got from shooting a vehicle was a bug. BI discovered there was an error in the formula for calculating them.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [trooprm02](#) on Thu, 24 Jan 2008 17:04:11 GMT

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Goztow wrote on Thu, 24 January 2008 10:35The ramjet points u got from shooting a vehicle was a bug. BI discovered there was an error in the formula for calculating them.

That might be the case (bones.ini right?), but the amount of damage done by 1000's on light vech,

WAS INTENDED. How long was renegade in testing, and WW ended up (obvisouly) choosing that it should be like that.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Thu, 24 Jan 2008 17:09:46 GMT

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I don't think anybody said the havoc's damage against light vehicles was a bug... havocs on Field are fine as long as the pointsfix is used. It's only when the pointsfix isn't there that they're bullshit

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [trooprm02](#) on Thu, 24 Jan 2008 20:37:17 GMT

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^opinion, and l/more people than not disagree with that statement.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Dover](#) on Fri, 25 Jan 2008 03:19:12 GMT

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Surth wrote on Thu, 24 January 2008 05:55Well he wrote it wrong multiple times so i suppose it wasnt a oversight

k.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [CaffeineComa](#) on Sat, 16 Feb 2008 15:51:48 GMT

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Spoony wrote on Wed, 23 January 2008 09:25

Judging by the fact you think shooting tanks with a ramjet is a "pro" thing to do, I'll go out on a limb and make the guess that you aren't good enough to do that. In a nutshell, if you can't take the field back, you don't really deserve to win, arguably.

It is isn't it? Everyone and his momma wants to snipe someone's rear end.. Being a sniper appears to be the biggest skill anyone can have, and before you all have a go that is my opinion formed from the amount of people bragging about sniping and the fact that as soon as the wf/strip and the hand/bar goes down sniper patrol comes crawling out. Tis somewhat of a pain when you can't move for being shot in your own base.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Herr Surth](#) on Sat, 16 Feb 2008 16:55:38 GMT

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How does it require skill to shoot a 4x2 Metre block with a weapon whose bullets hit instantly and have infinite range?

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Ethenal](#) on Sat, 16 Feb 2008 18:10:23 GMT

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Surth wrote on Sat, 16 February 2008 10:55How does it require skill to shoot a 4x2 Metre block with a weapon whose bullets hit instantly and have infinite range?

It's the "pro" thing to do.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [R315r4z0r](#) on Sun, 17 Feb 2008 18:39:33 GMT

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I don't see a problem with Harvester blocking, but using the Ramjet to get a point boost in my book is unfair and I call it exploiting or cheating.

The Ramjet is an anti-infantry weapon and it should be used as such. The Railgun and the PIC are the anti-vehicle weapons.. and the Ramjet should not take their place.

They all cost 1000 creds for a reason. They are supposed to make the player think about what they want to buy. "Should I get anti-infantry... or anti-vehicle"

Making the Ramjet a god weapon that is good against infantry, light vehicles, and giving people a massive point/credit boost just eclipses the roll of the other weapons and makes them pointless.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:44:17 GMT

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If point whoring is fixed, there is no need to set ramjet rifles to 1-shot-clip or lower thier damage rate.

Westwood made the ramjet realistic to its description, something going at such a high velocity would take out vehicles as fast as it does, probably leaving a 5" crater if it were real-life. If you are still not satisfied, set the sniper price to 1500.

---

And how-come the points where mis-calculated only with the one weapon?

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Sat, 23 Feb 2008 05:08:31 GMT

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Dthdealer wrote on Fri, 22 February 2008 21:44And how-come the points where mis-calculated only with the one weapon?

It's not, it's wrong for all weapons when used against vehicles with green health. Ramjets are just the most bullshit example. others which spring to mind: vehicular machineguns (orca, APC etc), shotgun, pistol, auto rifle.

It's supposed to be that points gained are directly proportionate to damage dealt - as is the case vs structures, infantry, and red/yellow-health vehicles. The only anomaly is against vehicles with green health

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [CnC-Junk-E](#) on Sat, 23 Feb 2008 11:49:35 GMT

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i remember the days when we used to whore points of tanks and apcs with havs/saks.. especially on 50 player games when whoring was needed to win.. i dont rate it, i prefer the way it is now, its fair..

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Veyrdite](#) on Sun, 24 Feb 2008 00:30:21 GMT

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Spoony wrote on Sat, 23 February 2008 16:08Dthdealer wrote on Fri, 22 February 2008 21:44And how-come the points where mis-calculated only with the one weapon?

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It's supposed to be that points gained are directly proportionate to damage dealt - as is the case vs structures, infantry, and red/yellow-health vehicles. The only anomaly is against vehicles with green health

Wow, cool.

So explosive projectiles were calculated correctly?

---

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [JPNOD](#) on Sun, 24 Feb 2008 10:52:34 GMT

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CnC-Junk-E wrote on Sat, 23 February 2008 06:49i remember the days when we used to whore points of tanks and apcs with havs/saks.. especially on 50 player games when whoring was needed to win.. i dont rate it, i prefer the way it is now, its fair..

Style in gameplay changed ( In a good way imo ), not just in big 50 player servers, but also cw's and what not. Also don't forget that people were running Pentium 3 1 ghz or AMD birds, 4-5 years ago. Where people now have Dual, Qaud core's. Thus making it easier to play then playing with 7 fps. Which is really horrible. There wasn't really anything else you could do except using a tank and pointwhore. Using infantry with 5-12 fps is just not done. (With the exception of the sak) Because that was used as main whore item on maps like City, Walls.

It's funny to see people come back after 3 years and then see how they play, because you just have to grow in the gameplay. And not stay back how it was back then. Because if you use a sak right now as you would back in the day. Big chance youle get shot in the face with a med or that a Orca will come down on you.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Sun, 24 Feb 2008 17:30:39 GMT

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Dthdealer wrote on Sat, 23 February 2008 18:30Wow, cool.

So explosive projectiles were calculated correctly?

No, they got too many points as well, but to a lesser extent.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Goztow](#) on Mon, 25 Feb 2008 13:08:12 GMT

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Bigger chance of u getting !n00b 'ed .

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Gen\\_Blacky](#) on Tue, 01 Apr 2008 20:31:44 GMT

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In Clanwars its a good idea to block your own harv at times

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [JPNOD](#) on Fri, 04 Apr 2008 18:02:36 GMT

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Gen\_Blacky wrote on Tue, 01 April 2008 15:31In Clanwars its a good idea to block your own harv at times

Thanks for the info.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Sir Kane](#) on Thu, 10 Apr 2008 10:03:54 GMT

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The vehicle point fix is nice, but I don't like how it fucked the Railgun and PIC.

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Spoony](#) on Thu, 10 Apr 2008 10:08:14 GMT

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It seems a bit odd it took the pointsfix to make people realise PICs+ravs do less damage than tanks...

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Subject: Re: Old things that pro's used to do, no longer viable?

Posted by [Homey](#) on Sun, 13 Apr 2008 06:36:06 GMT

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Vanilla Renegade all the way! Before any changes, skins and other homo stuff came along! That's my favourite.

P.S. Spoony is gay, but english gay.

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