
Subject: Would anyone find a hardcore mode fun?
Posted by [futura83](#) on Fri, 14 Aug 2009 00:13:51 GMT
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By hardcore mode, i mean when a building dies so does it's purchase terminals.

Would anyone find it fun?

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [a000clown](#) on Fri, 14 Aug 2009 00:22:56 GMT
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I've though about doing this, along with the spawn points in said building. Never got around to it and then forgot about it till now.

Honestly I don't know if I would enjoy it or not without seeing it in action first.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Aug 2009 02:30:02 GMT
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This would mean that the spawn points would be relocated to the last remaining builds, right? So what if there's one building left? Spawn killing galore; losing team has absolutely no chance as long as two doors are being watched.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [R315r4z0r](#) on Fri, 14 Aug 2009 02:37:54 GMT
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It's not a good idea because:

First of all, what Fobby said, people would spawn camp the last building remaining.

Secondly, all of your team would be spawning in the same structure. That might cause problems either with lag or just spawn collisions.

Maybe a better way to do it is keep the spawners in the destroyed buildings and simply deactivate the PT.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Aug 2009 02:49:29 GMT

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R315r4z0r wrote on Thu, 13 August 2009 22:37: It's not a good idea because:

First of all, what Fobby said, people would spawn camp the last building remaining.

Secondly, all of your team would be spawning in the same structure. That might cause problems either with lag or just spawn collisions.

Maybe a better way to do it is keep the spawners in the destroyed buildings and simply deactivate the PT.

The problem with that is, again, say if there is one building left. You'd have to run across to that building to buy anything other than the basic soldier. If the base is under attack, or if there are snipers overlooking the base, it would be really hectic for the losing team.

Also, spawning outdoors in an exposed area would also cause more spawn killing.

Overall I think Westwood was very smart by keeping the destroyed buildings up.

Subject: Re: Would anyone find a hardcore mode fun?

Posted by [Dover](#) on Fri, 14 Aug 2009 10:42:36 GMT

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All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one building left and it's being camped by tanks and snipers, then you lost. There's no reason why you should feel entitled to a chance at victory at that point.

Although I agree that this mode probably isn't a good idea, nor do I see anything particularly "hardcore" about it.

Subject: Re: Would anyone find a hardcore mode fun?

Posted by [Altzan](#) on Fri, 14 Aug 2009 13:26:29 GMT

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I've seen cases where the winning team would play around with the losing team, rather than end the game. This idea would make that worse.

Subject: Re: Would anyone find a hardcore mode fun?

Posted by [Dover](#) on Fri, 14 Aug 2009 13:47:09 GMT

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Altzan wrote on Fri, 14 August 2009 06:26: I've seen cases where the winning team would play

around with the losing team, rather than end the game. This idea would make that worse.

There's no cure for that, other than some kind of !surrender command, or something like that. But that's neither here nor there.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [Goztow](#) on Fri, 14 Aug 2009 13:48:00 GMT
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Wouldn't hard core rather be a one shot - one kill mode (for infantry)?

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [reborn](#) on Fri, 14 Aug 2009 14:29:13 GMT
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Dover wrote on Fri, 14 August 2009 09:47

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<http://www.renegadeforums.com/index.php?t=msg&th=33193&start=0&rid=3> 415

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [futura83](#) on Tue, 18 Aug 2009 16:18:07 GMT
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I'm saying just have the PTs destroyed so games can end quicker.

As otherwise, you'd get the defenders doing nothing but camping around the base and constantly refilling.

Having the PTs destroyed means people actually have to go where there is danger in their base to refill instead of going to a dead zone.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [DeadX07](#) on Tue, 18 Aug 2009 16:55:33 GMT
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It's a great idea actually. It brings a bit of realism to the game, and forces you to actually do something a bit different. If a building is destroyed, I wouldn't expect anything in it to work afterwards, this brings that to reality. Not that I play the game, but it seems like everytime

someone suggests something for "precious" renegade it gets shot down because "Oh my lord it will change the gameplay!". **Lame.**

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 Aug 2009 16:58:51 GMT
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Dover wrote on Fri, 14 August 2009 06:42 All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one building left and it's being camped by tanks and snipers, then you lost. There's no reason why you should feel entitled to a chance at victory at that point.

I've seen some good comebacks from the losing team, but this sort of thing wouldn't allow that as much.

I'll give you an example: say you're on City, and the whole team has a good amount of credits. A Stealth Tank rush hits your base and kills everything except for the Barracks, and they surround your base with snipers. Now in normal AOW mode, wherever you spawn, you could still purchase some characters and kick the other team's ass by getting them out of your base. Or simply win by points via defense.

In the proposed mode however, wherever you spawn (which will not be the Barracks 80% of the time, you will get killed very easily without being able to retaliate with a good unit, no matter how much you've got. So yeah, it definitely makes things 10x more lame for the losing team, but also denies them a way to still win by points or make some sort of comeback.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [Dover](#) on Tue, 18 Aug 2009 19:33:47 GMT
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[NEFobby[GEN] wrote on Tue, 18 August 2009 09:58] Dover wrote on Fri, 14 August 2009 06:42 All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one building left and it's being camped by tanks and snipers, then you lost. There's no reason why you should feel entitled to a chance at victory at that point.

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Explain to me why a team with nothing but a barracks and surrounded by snipers deserves a chance to win.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [futura83](#) on Tue, 18 Aug 2009 22:57:05 GMT

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Dover wrote on Tue, 18 August 2009 20:33[NEFobby[GEN] wrote on Tue, 18 August 2009 09:58]Dover wrote on Fri, 14 August 2009 06:42All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one building left and it's being camped by tanks and snipers, then you lost. There's no reason why you should feel entitled to a chance at victory at that point.

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I was actually only suggesting the PT thing, although i know it had been suggested by others about the no spawn thing.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 Aug 2009 23:02:02 GMT

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Dover wrote on Tue, 18 August 2009 15:33[NEFobby[GEN] wrote on Tue, 18 August 2009 09:58]Dover wrote on Fri, 14 August 2009 06:42All the arguments thus far amount to "The team deserving to lose would lose hard", which I see as a good thing, not a bad thing. If you have one

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Well in many cases it's either they get a chance to retaliate (AOW) or sit around getting killed for half the game ("hardcore"). I mean we've all been in those Renemoments where your team is pinned down with a couple buildings left - but with good teamwork, communication, and a bit of luck, you manage to push through and get a victory (or a close game).

That's partly what makes Renegade a fun game, teamplay rewards your team no matter how much of your base is left, and you don't have to worry about spawnkilling as much as other games. So yes, in short, I think the losing team deserves a chance to win if they play as a team, which they cannot do as easily in hardcore mode.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [R315r4z0r](#) on Tue, 18 Aug 2009 23:32:20 GMT
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Dover wrote on Fri, 14 August 2009 09:47Altzan wrote on Fri, 14 August 2009 06:26I've seen cases where the winning team would play around with the losing team, rather than end the game. This idea would make that worse.

There's no cure for that, other than some kind of !surrender command, or something like that. But that's neither here nor there.

No, there is a cure for that. It's called an upset. (The losing team wins while the winning team is too busy being stupid).

I've won plenty matches in Renegade under those circumstances. Including the type of situation you described in an earlier post.

It's very rare that there is an occasion in a match were you are flat out unable to win.

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [ErroR](#) on Wed, 19 Aug 2009 07:30:06 GMT
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Maybe disable the character and vehicle tabs only in destroyed buildings? would be harder tho

Subject: Re: Would anyone find a hardcore mode fun?
Posted by [Doitle](#) on Wed, 19 Aug 2009 09:58:30 GMT
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I would be interested in a rolling spawn time like TF2 uses. As a team gains momentum their spawn times decrease and as a team starts to loose theirs decrease preventing stalemates.
