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Subject: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzz](#) on Sun, 30 Aug 2009 22:39:31 GMT

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Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 22:43:06 GMT

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I think the difference in damage points was to encourage different tactics when using each weapon.

A Nod soldier would have to focus more on a guerrilla style attack while the GDI soldier could just run and gun.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 30 Aug 2009 22:43:47 GMT

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pawkyfox wrote on Sun, 30 August 2009 18:39Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

Yes they are equal, and as you may have noticed the Nod soldier's head isn't big like in Renegade.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 22:45:38 GMT

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How does that balance out?

If GDI had a stronger rifle, and Nod's infantry had bigger heads, doesn't that mean Nod got hit with a double wammy? GDI could do more damage and have a larger target to hit.

I could understand if Nod had the stronger rifle to makeup for the larger heads, but that isn't the case.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 30 Aug 2009 23:17:39 GMT

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That's Renegade for you We won't be repeating the same mistakes.

Quote:

A Nod soldier would have to focus more on a guerrilla style attack while the GDI soldier could just run and gun.

It would work in theory if the maps weren't symmetrical. Nod infantry would need a map-advantage over GDI for the damage to work absolutely equally. But that would imbalance other factors of the game as well.

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**Subject: Re: Renegade X - Pre-Release Update!**  
Posted by [Starbuzz](#) on Mon, 31 Aug 2009 00:51:05 GMT  
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[NEFobby[GEN] wrote on Sun, 30 August 2009 17:43]pawkyfox wrote on Sun, 30 August 2009 18:39Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

Yes they are equal, and as you may have noticed the Nod soldier's head isn't big like in Renegade.

That's good. Fobby...thx for clarifying. I am also glad you feel that the game plays well.

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**Subject: Re: Renegade X - Pre-Release Update!**  
Posted by [RTsa](#) on Tue, 01 Sep 2009 09:17:33 GMT  
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I'm just hoping that it's close to what Renegade has. With bugs and glitches fixed, of course.

Will have to see how the game's been balanced. Removing the upper hand of GDI soldiers makes it that much easier for Nod to win games. And IMO, Nod is strong in Renegade already. Depends on the map, though.

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**Subject: Re: Renegade X - Pre-Release Update!**  
Posted by [Spoony](#) on Tue, 01 Sep 2009 11:44:38 GMT  
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i hope i don't need to explain why gdi had better base infantry...

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**Subject: Re: Renegade X - Pre-Release Update!**

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Posted by [EvilWhiteDragon](#) on Tue, 01 Sep 2009 12:07:03 GMT

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[NEFobby[GEN] wrote on Mon, 31 August 2009 00:43]pawkyfox wrote on Sun, 30 August 2009 18:39Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

Yes they are equal, and as you may have noticed the Nod soldier's head isn't big like in Renegade.

You have considered that there is a reason for GDI doing more damage with soldiers? I think they do more damage with rifles for the simple reason that the GDI vehicles are way more expensive than the Nod vehicles.

For example,

a teched art vs a teched mrls = art wins

an art vs MRLS = art wins most of the time

an art vs Med = about equal chances overall, but the med is 350 credits more than the art.

An teched art vs Med = med losses big time, while they are the same in price.

An teched art vs 2 meds = art in trouble, but still has a small chance (800 vs 1600 creds!)

Certainly at the start of a match where people fight for the harvester it is crucial that GDI is a little bit better, simply because they will probably need to save 2 harvesters while Nod only needs to save 1 harvester. For this reason GDI has more cheap fire power.

I hope you've well tested this damage change, or adjusted prices for vehicles as well...

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [ErroR](#) on Tue, 01 Sep 2009 12:10:59 GMT

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I agree with EWD, many people say it's the same damage, but i always use a gdi auto rifle, and it seems to be more powerfull all the time

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [Goztow](#) on Tue, 01 Sep 2009 12:22:30 GMT

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EWD is right. There's a reason why GDI's rifle does more damage.

Also: did you "implement" point fix or did you recreate the corrupted point system standard Renegade has?

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [jimmyny](#) on Tue, 01 Sep 2009 12:24:08 GMT

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Spoony wrote on Tue, 01 September 2009 06:44i hope i don't need to explain why gdi had better base infantry...

anyone else here waiting with anticipation for a 500 line lecture from spoony?

EDIT : also goztoe, the "point mod" still has rubbish points gain. all thats needed to change from standard ren points is the ramjet getting less points vs armour IMO, leave everything else

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Tue, 01 Sep 2009 12:32:16 GMT  
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jimmyny wrote on Tue, 01 September 2009 14:24  
EDIT : also goztoe, the "point mod" still has rubbish points gain. all thats needed to change from standard ren points is the ramjet getting less points vs armour IMO, leave everything else  
Your arguments are stunning.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [jimmyny](#) on Tue, 01 Sep 2009 12:50:09 GMT  
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Goztow wrote on Tue, 01 September 2009 07:32jimmyny wrote on Tue, 01 September 2009 14:24  
EDIT : also goztoe, the "point mod" still has rubbish points gain. all thats needed to change from standard ren points is the ramjet getting less points vs armour IMO, leave everything else  
Your arguments are stunning.

ditto

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Tue, 01 Sep 2009 12:56:08 GMT  
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I was thinking of writing down arguments once again but decided it's for the best of this topic not to do this.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Starbuzz](#) on Tue, 01 Sep 2009 14:05:54 GMT  
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EvilWhiteDragon wrote on Tue, 01 September 2009 07:07[NEFobby[GEN] wrote on Mon, 31 August 2009 00:43]pawkyfox wrote on Sun, 30 August 2009 18:39Will the basic assault rifles for

Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

Yes they are equal, and as you may have noticed the Nod soldier's head isn't big like in Renegade.

You have considered that there is a reason for GDI doing more damage with soldiers? I think they do more damage with rifles for the simple reason that the GDI vehicles are way more expensive than the Nod vehicles.

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Certainly at the start of a match where people fight for the harvester it is crucial that GDI is a little bit better, simply because they will probably need to save 2 harvesters while Nod only needs to save 1 harvester. For this reason GDI has more cheap fire power.

I hope you've well tested this damage change, or adjusted prices for vehicles as well...

Makes sense.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [EvilWhiteDragon](#) on Tue, 01 Sep 2009 14:23:43 GMT

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pawkyfox wrote on Tue, 01 September 2009 16:05EvilWhiteDragon wrote on Tue, 01 September 2009 07:07[NEFobby[GEN] wrote on Mon, 31 August 2009 00:43]pawkyfox wrote on Sun, 30 August 2009 18:39Will the basic assault rifles for Nod and GDI soldiers do equal damage? I hope so...so it's equal and the player with better aim wins.

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save 1 harvester. For this reason GDI has more cheap fire power.  
I hope you've well tested this damage change, or adjusted prices for vehicles as well...

Makes sense.

Kinda, anyway, it's because of these small little things that renegade plays this good, and I am kinda worried they'll get that wrong in RenX, possibly ruining the gameplay.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [reborn](#) on Tue, 01 Sep 2009 15:02:58 GMT  
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It would be a tragic shame if that happened. It looks so nice...

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 01 Sep 2009 16:27:31 GMT  
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I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the GDI soldier is something that is used very early on. Nod's advantage with the artillery sounds like something that needs to be balanced between vehicles (like a better MRLS for example?), rather than nerfing the damage of basic infantry.

Anyways we'll be sure to test it out before release. Thanks for voicing your concerns.

And for the record, the main reason for open betas is to get little things like this right before an official release. With the difference in engine and physics, you're bound to run into at least a few differences; some of which could be fixed early on.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ryan3k](#) on Tue, 01 Sep 2009 16:37:16 GMT  
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fobby is correct. just as you don't fix a headache by taking an antacid, you don't correct a vehicle imbalance problem by giving GDI basic inf a slightly better gun.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Starbuzz](#) on Tue, 01 Sep 2009 17:05:36 GMT  
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Ryan3k wrote on Tue, 01 September 2009 11:37fobby is correct. just as you don't fix a headache by taking an antacid, you don't correct a vehicle imbalance problem by giving GDI basic inf a slightly better gun.

lol wrong analogy...a better analogy will be that it is a small cancer that has the potential to spread and affect all over the body.

Looking at EWD's post, this will affect who gets vehicles first and is related to pricing as well.

But since this is open beta I am sure they can fix any imbalances they find and patch em up as they release the other parts.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [reborn](#) on Tue, 01 Sep 2009 17:18:44 GMT

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I didn't realise that it wasn't going to be an exact translation from renegade. I assumed the warhead types, damage multipliers, damage values, credits gained, health, armor values and all that stuff was going to be a precise copy.

So it could be that the end product looks like renegade, only much much better, has the CNC mode like renegade, but the balance could be quite different, meaning different strats and techniques must be employed?

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 01 Sep 2009 17:38:06 GMT

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reborn wrote on Tue, 01 September 2009 13:18I didn't realise that it wasn't going to be an exact translation from renegade. I assumed the warhead types, damage multipliers, damage values, credits gained, health, armor values and all that stuff was going to be a precise copy.

So it could be that the end product looks like renegade, only much much better, has the CNC mode like renegade, but the balance could be quite different, meaning different strats and techniques must be employed?

This is actually the only damage value that is different right now. Like I said though, it will be tested prior to the beta release with Renegade's rifle damage.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Carrierll](#) on Tue, 01 Sep 2009 17:49:39 GMT

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Do seriously consider the alternative if you suddenly find that Nod has a 15-20 minute win, most

of the time. (Balanced firepower leads to both teams getting vehicles, Nod wins field w/ teched arts then proceeds to win the game)

A server I once played on tried this, it caused a few problems, but as we were a Marathon server, it didn't matter that Nod could (almost) always get the early field and seige, points were irrelevant. Not quite the same on AOW.

Meh, we shall see. This can be discussed forever in theory, let's wait and see.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [infusi0n](#) on Tue, 01 Sep 2009 18:39:44 GMT  
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@EWD, art vs med = equal chance? is the med c4usmoke or something?

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Wed, 02 Sep 2009 01:47:47 GMT  
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There is one new ability for vehicular combat that might change the way the game plays in a slight portion.

The MRLS turret does, in fact, rotate in Renegade X. That means you don't have to curve your shots to hit your targets. They did say that they are planning to make a button that locks the turret in a specific place, but I'm not sure if it will be in the build or not (I'm not a dev).

However, even if damage points are the same, the rotating turret does give the MRLS a much better chance at survival when in one on one combat with an artillery.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [GEORGE ZIMMER](#) on Wed, 02 Sep 2009 02:46:29 GMT  
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How the hell does making GDI soldiers more powerful compensate for artilleries being better than MRLS's?

Here's a better idea: Keep the changes made (Balancing Nod and GDI's rifles), then make the MRLS more capable.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Wed, 02 Sep 2009 09:07:01 GMT

The answer is quite simple: harvesters. IF you play original renegade without starting credits (= clanwars settings), then you'll know that the first minutes of the game are crucial to the rest of the game.

With their rifles, GDI almost always have the upper hand on attacking the harvester, except of course on maps where the harv is behind the refinery. But then they still have the upperhand in tunnel fights most of the time.

If GDI has a better chance of killing the enemy harvester and saving theirs, they'll compensate the art : med difference, won't they?

Economy is very important in Renegade, but things like starting credits (to a lesser extend) and mostly the lack of pointfix (there we go again) already get in the way of this.

Making Nod's and GDI's soldiers doing equal damage will have a much bigger impact on this, though.

I'm not saying Westwood intended this or not, I'm not in their heads but by some small miracle Westwood managed to make this game about balanced. Every small "detail" counts in this.

You didn't yet answer my question about pointfix being implemented or not. Could you look into it?

Tbh you guys should check such things with Spooky or someone else from clanwars.cc. They're in a way better position than most people on this forum (including myself) to talk about balance issues.

It kind of frightens me to see this hasn't happened.

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**Subject: Re: Renegade X - Pre-Release Update!**

Posted by [Havoc 89](#) on Wed, 02 Sep 2009 19:02:50 GMT

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If you honestly think that the Arty is better then the MRLS by a long shot then I just have to laugh at you. You clearly dont know how to use an MRLS.

At close range where you can get behind the mrls I can understand, but honestly I've never managed to get an artillery get behind my MRLS. As per getting behind the MRLS, we have already taking care of that where the alt fire will allow you to unlock your turret, alt fire once (after you unlocked it) will lock in whatever position, and double tap alt fire will position it back to how it was in ren with the initial locked position. MRLS missiles are easier to lock on but still require a little bit of skill. All the damage values are still the same (Other then the Nod AR) so actually the MRLS and artillery balance out very nicely. So that leaves an imbalance in the soldier battles, which is easily fixed by making the damage the same. So your explanation on how the GDI soldier some how balances out the Arty no longer applies because the MRLS is already balanced out with the Arty.

Now with that being said, I am well aware that GDI is more powerful but slow, and Nod is Faster but weaker, but when it comes to infantry, the only difference is that Gunner can deal more punch in a shorter amount of time, but Nod in return has the Laser ChainGunner which is far more superior to Patch. The whole thing with GDI being stronger and slower, and Nod being faster but weaker only really applies to the vehicles.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [GEORGE ZIMMER](#) on Wed, 02 Sep 2009 19:10:30 GMT  
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Oh, I don't think it's better than the MRLS by THAT much, but in ren, it is pretty inferior. While battle-wise, it's not that much worse, the fact that it costs more really comes into play.

Glad to hear how the MRLS will work though, that gives it the versatility it needed.

I hope to see in the future though, you guys introduce the other 2 Nod vehicles that were left out of Renegade, and have the SSM and MRLS compete- rather than Artillery and MRLS.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Havoc 89](#) on Wed, 02 Sep 2009 19:42:52 GMT  
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MRLS and Arty both cost 450. Never did one cost more than the other in ren. And it's the same in RenX, they both cost 450.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Dover](#) on Wed, 02 Sep 2009 20:44:14 GMT  
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Havoc 89 wrote on Wed, 02 September 2009 12:02 If you honestly think that the Arty is better than the MRLS by a long shot then I just have to laugh at you. You clearly don't know how to use an MRLS.

At close range where you can get behind the mrls I can understand, but honestly I've never managed to get an artillery get behind my MRLS. As per getting behind the MRLS, we have already taken care of that where the alt fire will allow you to unlock your turret, alt fire once (after you unlocked it) will lock in whatever position, and double tap alt fire will position it back to how it was in ren with the initial locked position. MRLS missiles are easier to lock on but still require a little bit of skill. All the damage values are still the same (Other than the Nod AR) so actually the MRLS and artillery balance out very nicely. So that leaves an imbalance in the soldier battles, which is easily fixed by making the damage the same. So your explanation on how the GDI soldier somehow balances out the Arty no longer applies because the MRLS is already balanced out with the Arty.

In any proper vehicle fight (Proper, meaning with proper repairs, of course), the arty has a huge advantage because of the absurd splash radius which makes it that much more difficult for supporting hotwires to stay out of the crossfire and still be in the tank's cover and protection. By comparison, the MLRS's splash is really pathetic. The only vehicle weapon that comes close is the Mammoth Tank's Tusk Missiles. Of course, what self-respecting artillery driver would let a mammy get so close?

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [RTsa](#) on Wed, 02 Sep 2009 20:51:29 GMT  
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The MRLS having a rotating turret (that can still be locked in place) really does sound like a pretty big upgrade and hopefully, it'll mostly balance the things if you don't nerf the Nod AR back to Ren settings.

Will be interesting to see how it goes. I do really hope that the points are fixed and not bugged like in vanilla Renegade, though.

Keep up the good work!

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [EvilWhiteDragon](#) on Wed, 02 Sep 2009 21:11:57 GMT  
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[NEFobby[GEN] wrote on Tue, 01 September 2009 18:27]I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the GDI soldier is something that is used very early on. Nod's advantage with the artillery sounds like something that needs to be balanced between vehicles (like a better MRLS for example?), rather than nerfing the damage of basic infantry.

Anyways we'll be sure to test it out before release. Thanks for voicing your concerns.

And for the record, the main reason for open betas is to get little things like this right before an official release. With the difference in engine and physics, you're bound to run into at least a few differences; some of which could be fixed early on.

The Rifle grants GDI an (small) advantage right at the start, when everyone is going for the harvs. As said GDI needs meds to counter the arts. GDI needs 2 surviving harvs for this, with the better rifle they can protect theirs better and attack the Nod one better. For the art/med battle to be "fair" the harv score needs to be 2-1 for GDI (harvs that unloaded).

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [JeepRubi](#) on Thu, 03 Sep 2009 00:58:21 GMT  
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If you guys don't like how our game is balanced, you can always make a balance mod in the form of a mutator! Now, stop whining about all the little details and let us finish the fucking mod before getting all up in arms about such a SMALL FUCKING DETAIL.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [LeeumDee](#) on Thu, 03 Sep 2009 01:07:22 GMT  
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JeepRubi wrote on Wed, 02 September 2009 19:58If you guys don't like how our game is balanced, you can always make a balance mod in the form of a mutator! Now, stop whining about all the little details and let us finish the fucking mod before getting all up in arms about such a SMALL FUCKING DETAIL.

You should leave the PR to fobby

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Dover](#) on Thu, 03 Sep 2009 01:52:52 GMT  
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LeeumDee wrote on Wed, 02 September 2009 18:07JeepRubi wrote on Wed, 02 September 2009 19:58If you guys don't like how our game is balanced, you can always make a balance mod in the form of a mutator! Now, stop whining about all the little details and let us finish the fucking mod before getting all up in arms about such a SMALL FUCKING DETAIL.

You should leave the PR to fobby

Nah, JeepRubi is doing some fine PR. Sometimes nerds need a firm talking to.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ethenal](#) on Thu, 03 Sep 2009 02:28:48 GMT  
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JeepRubi wrote on Wed, 02 September 2009 19:58If you guys don't like how our game is balanced, you can always make a balance mod in the form of a mutator! Now, stop whining about all the little details and let us finish the fucking mod before getting all up in arms about such a SMALL FUCKING DETAIL.

QFT

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Thu, 03 Sep 2009 02:37:50 GMT  
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I don't think it's a complaint about balance in Renegade X, but rather a discussion as to why the damage differences existed in Renegade in the first place.

Also, I want to go back to a post Goz made about referencing the damage differences to the early game harvester rushes. I have to disagree with that point. This isn't APB. If infantry are forced to rush the enemy harvesters, then they aren't going to use their autorifles to do so. C4 would be the weapon of choice. And even if they do decide to use their autorifles to gain some extra points before it dies, at the end of the day, the harvesters were still destroyed and/or heavily damaged due to the C4.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [dr3w2](#) on Thu, 03 Sep 2009 02:57:27 GMT  
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JeepRubi wrote on Wed, 02 September 2009 19:58If you guys don't like how our game is balanced, you can always make a balance mod in the form of a mutator! Now, stop whining about all the little details and let us finish the fucking mod before getting all up in arms about such a SMALL FUCKING DETAIL.

Like a boss.

I agree with JeepRubi by far. No matter what some motherfuckers are going to be so picky about every little detail even if the overall result is absolutely amazing. Can't wait for this!

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ethenal](#) on Thu, 03 Sep 2009 02:57:40 GMT  
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R315r4z0r wrote on Wed, 02 September 2009 21:37

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Okay, you've definitely never played in a server with no starting credits.

He does not mean GDI gains the advantage so they can destroy the harvester faster, he means that they gain the advantage in PREVENTING NOD from destroying their harvester and allowing them to destroy Nod's own. The GDI soldier has a more powerful rifle and the Nod soldier's head is bigger because it gives GDI an advantage in defending the harvester.

I guess it's true: nobody on renforums plays renegade.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Homey](#) on Thu, 03 Sep 2009 03:57:18 GMT  
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Really when it comes down to balancing the game, let's not follow renegade step by step as it's a different engine and may have different gameplay. As long as the guys at RenX balance it so nod and gdi have an equal chance at winning that's what matters. That's also why this is a BETA to see how these things turn out.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [infusi0n](#) on Thu, 03 Sep 2009 04:11:21 GMT  
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- 1)arty>MRLS every single time unless you're terrible
  - 2)rotatable MRLS turret means another huge balance issue
  - 3)im guessing renx is based off non-points fix points system?
- 

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [EvilWhiteDragon](#) on Thu, 03 Sep 2009 09:21:02 GMT  
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infusi0n wrote on Thu, 03 September 2009 06:11)arty>MRLS every single time unless you're terrible

- 2)rotatable MRLS turret means another huge balance issue
- 3)im guessing renx is based off non-points fix points system?

LOLOLOLL

It would probably be harder to give RenX a non point fix way of distributing points than a normal pointfix way.

With the pointfix you get points for the damage you do (like in most games) without it you get points because you shoot with a weapon that basically has the capability to do a lot of damage, but doesn't do that because it's bad against the armortype, but that does get the points as if it did the lot of damage.

For ex:

Without pointfix:

The ramjet has a basic damage of 200. This means that whatever it hits, it gets 20 points (even if it does just 5 damage on a vehicle or so). Also it depends on whether the vehicle you hit has green or red/orange health.

With pointfix:

The ramjet applies  $200 * \text{armourmultiplier}$ . This means that it does say 5 damage. It then gets 0,5 points because it only did 5 damage.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [RTsa](#) on Thu, 03 Sep 2009 10:40:38 GMT  
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EWD, I think they still haven't said anything about how the points will be done in RenX. But yeh, it's most likely the right way - aka pointsfix on.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [ErroR](#) on Thu, 03 Sep 2009 11:05:30 GMT  
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1-2 buggyes still come and kill half/all of the soldiers

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Thu, 03 Sep 2009 11:14:11 GMT  
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ErroR wrote on Thu, 03 September 2009 13:051-2 buggyes still come and kill half/all of the soldiers  
2-3 rifles own a buggy in a few seconds... So there go your 300 credits...

---

Subject: Re: Renegade X - Pre-Release Update!  
Posted by [ErroR](#) on Thu, 03 Sep 2009 11:24:17 GMT  
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yeah but it does make a difference, killing some engies or soldiers once it comes out and if it's not a 20v20 server it can pretty much whore the harv

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [dommafia](#) on Thu, 03 Sep 2009 14:07:53 GMT  
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can't wait for this, hopefully those that don't have ut3 will buy it. I bought on Steam for like 5\$ just for this mod

everyone should try their best to spread the word to their old renegade gaming buddies that may have moved on to other games. At least to give it a try so we can have a somewhat populated game.

shoutout to my renegade demo buddies that remember me and St0rm servers

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [DutchNeon](#) on Thu, 03 Sep 2009 14:50:41 GMT  
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Goztow wrote on Thu, 03 September 2009 13:14:14  
13:05-2 buggies still come and kill half/all of the soldiers  
2-3 rifles own a buggy in a few seconds... So there go your 300 credits...

I often use a Buggy/Humvee at the start, and 3 rifles can't really kill me. The only way I often get killed is due GDI/NOD gaining the field, and having their entire team shooting me.

A lot of (good) people can easily kill 2-3 soldiers in seconds with a Buggy/Humvee.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Thu, 03 Sep 2009 23:13:51 GMT  
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Ethanal wrote on Wed, 02 September 2009 22:57:37  
R315r4z0r wrote on Wed, 02 September 2009 21:37

Also, I want to go back to a post Goz made about referencing the damage differences to the early game harvester rushes. I have to disagree with that point. This isn't APB. If infantry are forced to rush the enemy harvesters, then they aren't going to use their autorifles to do so. C4 would be the weapon of choice. And even if they do decide to use their autorifles to gain some extra points before it dies, at the end of the day, the harvesters were still destroyed and/or heavily damaged due to the C4. [/color]

Okay, you've definitely never played in a server with no starting credits.

He does not mean GDI gains the advantage so they can destroy the harvester faster, he means that they gain the advantage in PREVENTING NOD from destroying their harvester and allowing them to destroy Nod's own. The GDI soldier has a more powerful rifle and the Nod soldier's head is bigger because it gives GDI an advantage in defending the harvester.

I guess it's true: nobody on renforums plays renegade.

I've played on many of those servers, but I don't see the need to do that because of all my years of Renegade, I've learned to make my primary source of income the money I get from damage I do, rather than from the Harvester.

But that's just me. Other people probably find value in defending their own harvester. But really, it depends on skill. You're perfectly capable of taking out a GDI soldier with a Nod autorifle.

To be completely honest, I've never found it hard to kill a GDI soldier as a Nod soldier... however I have found it easier to kill a Nod soldier with a GDI soldier.. :V

And yes, I do play Renegade at least once a week.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [infusi0n](#) on Fri, 04 Sep 2009 03:24:30 GMT  
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I know it works, and I know the current system is bugged according to code but either way has become THE official points system and people have 7+ of gameplay experience with it so

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 04 Sep 2009 06:05:54 GMT  
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EvilWhiteDragon wrote on Wed, 02 September 2009 17:11[NEFobby[GEN] wrote on Tue, 01 September 2009 18:27]I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the GDI soldier is something that is used very early on. Nod's advantage with the artillery sounds like something that needs to be balanced between vehicles (like a better MRLS for example?), rather than nerfing the damage of basic infantry.

Anyways we'll be sure to test it out before release. Thanks for voicing your concerns.

And for the record, the main reason for open betas is to get little things like this right before an official release. With the difference in engine and physics, you're bound to run into at least a few differences; some of which could be fixed early on.

The Rifle grants GDI an (small) advantage right at the start, when everyone is going for the harvs. As said GDI needs meds to counter the arts. GDI needs 2 surviving harvs for this, with the better rifle they can protect theirs better and attack the Nod one better. For the art/med battle to be "fair" the harv score needs to be 2-1 for GDI (harvs that unloaded).

Oh yeah dude, I fully understand how it's balanced in Renegade, but instead of balancing the artillery with stronger GDI infantry for the reasons you've mentioned, it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other. We believe we have done that. Someone mentioned earlier that Artillery has more splash damage, but a MRLS packs more overall damage, so with a rotatable turret, which many new Renegade maps have adopted, things should work out better in theory. Again, this IS a beta release and therefore an opportunity to put our theories to the ultimate test. This way we can eliminate imbalances and glitches very early on in development.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [EvilWhiteDragon](#) on Fri, 04 Sep 2009 10:59:09 GMT  
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[NEFobby[GEN] wrote on Fri, 04 September 2009 08:05]EvilWhiteDragon wrote on Wed, 02 September 2009 17:11[NEFobby[GEN] wrote on Tue, 01 September 2009 18:27]I understand your explanation, but I don't really see how a slightly stronger rifle magically balances with Nod's artillery advantage - especially since the damage difference between the rifles is so small, and the

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I'm curious, as I always found it a delight that WW didn't balance out all units directly against its counterparts. I hope this will work out, let that be clear. Just trying to make sure that the balance is brilliant again, just as in Renegade.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Renx](#) on Sat, 05 Sep 2009 17:28:48 GMT  
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[NEFobby[GEN] wrote on Fri, 04 September 2009 03:05]it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other.

In that same way that giving Havoc and Sakura the exact same weapon was balanced... yeah. If you get into that line of thinking however you'll just any sort of uniqueness away.

I don't know about you but I prefer part of the challenge in any game to be knowing what weapon or piece of equipment to bring to the fight. Instead of "oh i'll just use what they're using."

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 05 Sep 2009 17:37:58 GMT  
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SilverDwn wrote on Sat, 05 September 2009 13:02this looks amazing! Just wondered if my current computer can support it? I have a Pentium 4 3.4Ghz HT and 1500MB RAM runnin at 133mhz and a 8x Graphics card with 512 onboard mem.

In one of our next updates we will be posting the specs of some of our beta testers and the FPS that they're getting ingame with those computers.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ethenal](#) on Sat, 05 Sep 2009 18:21:22 GMT  
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Renx wrote on Sat, 05 September 2009 12:28[NEFobby[GEN] wrote on Fri, 04 September 2009 03:05]it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other.

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It's a game based around an RTS. That's how it's SUPPOSED to be.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Sat, 05 Sep 2009 18:27:51 GMT  
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EvilWhiteDragon wrote on Fri, 04 September 2009 06:59  
I'm curious, as I always found it a delight that WW didn't balance out all units directly against it counterparts. I hope this will work out, let that be clear Just trying to make sure that the balance is brilliant again, just as in Renegade

There is no possible way that you could have found enjoyment out of the specific idea that the balance wasn't toe-to-toe because it is almost impossible to even pick up on the differences if you had no involvement in modding or level editor.

If Level editor was never released for the public to use, then no one would have ever noticed the GDI rifle doing more damage than the Nod rifle. It's just that minuscule of a difference.

Figuring out that there is a difference is like taking two large handfuls of small pebbles, walking up to someone, and asking them to point to the hand with less without counting.

If you balance the MRLS to be EXACTLY as effective as the Artillery, people still wont notice how well they are balanced because they are two entirely different types of vehicles. Regardless of how well they play against each other, one vehicle fires 6 rockets from a mobile platform while the

other fires a powerful long-ranged shell. They look different and perform different, that's enough to give off the impression that they are different.. even though, balance wise, they are exactly the same.

Renegade's asymmetrical balance is nothing more than an illusion.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Renx](#) on Sat, 05 Sep 2009 18:32:19 GMT  
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Ethenal wrote on Sat, 05 September 2009 15:21Renx wrote on Sat, 05 September 2009 12:28[NEFobby[GEN] wrote on Fri, 04 September 2009 03:05]it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other.

In that same way that giving Havoc and Sakura the exact same weapon was balanced... yeah. If you get into that line of thinking however you'll just any sort of uniqueness away.

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uuh.. C&C was made 15 years ago, have you played any others since then? That's definitely not the defining point of all RTS games. Even if it was, you're willing to throw all elements that build on strategy, tactics, and teamwork because of it? It's because of people that think like that which makes 99% of games these days have that "been there, done that" feeling.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Ethenal](#) on Sat, 05 Sep 2009 19:19:04 GMT  
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Renx wrote on Sat, 05 September 2009 13:32Ethenal wrote on Sat, 05 September 2009 15:21Renx wrote on Sat, 05 September 2009 12:28[NEFobby[GEN] wrote on Fri, 04 September 2009 03:05]it makes more sense to be balancing the MRLS directly with the Artillery as they are counterparts to each other.

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Yes, it's a game based around an RTS that was made 15 years ago. It's also around 7 years old itself. This is a mod made to bring the game to a new engine. Why would it change?

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 05 Sep 2009 19:53:31 GMT

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R315r4z0r wrote on Sat, 05 September 2009 14:27 EvilWhiteDragon wrote on Fri, 04 September 2009 06:59

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Right out of my mouth, I fully agree with this.

And balancing the MRLS properly with the Artillery is not making them exactly the same. The way the vehicles are used and their purposes are still very different.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [Goztow](#) on Sat, 05 Sep 2009 20:35:36 GMT

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[NE]Fobby[GEN] wrote on Sat, 05 September 2009 21:53]R315r4z0r wrote on Sat, 05 September

2009 14:27EvilWhiteDragon wrote on Fri, 04 September 2009 06:59

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Renegade's asymmetrical balance is nothing more than an illusion.

Right out of my mouth, I fully agree with this.

And balancing the MRLS properly with the Artillery is not making them exactly the same. The way the vehicles are used and their purposes are still very different. There's no way people would not have found out about the rifle difference. It's a freaking 40 % difference!

You really underestimate competitive players in Renegade, IMO.

---

Subject: Re: Renegade X - Pre-Release Update!  
Posted by [RTsa](#) on Sat, 05 Sep 2009 20:37:03 GMT  
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The difference between the Nod and GDI rifle is humongous TBH. GDI rifle does 40% more damage. That's something that is VERY easy to find out without a level editor. You'd get suspicious when you'd win 90% of 1v1 rifle fights as GDI and only 10% as Nod (against a decent player)...or I don't know about you, but I certainly would.

edit: eh, gozy posted while I was writing...

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Mighty BOB!](#) on Sat, 05 Sep 2009 23:31:55 GMT

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40%? Wow I had no idea it was that much. But then again, I've never fiddled around with the LE, which kind of supports the theory that you wouldn't know without meticulously going over the game with a fine-tooth comb.

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**Subject: Re: Renegade X - Pre-Release Update!**  
Posted by [R315r4z0r](#) on Sat, 05 Sep 2009 23:41:15 GMT  
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Renegade matches are too long for someone to draw the conclusion that one rifle is better than the other. Especially for a weapon that is only widely used at the beginning of a game.

I doubt that if you kill a Nod soldier with the GDI rifle, that you would remember how much ammo it took, the distance the soldier was at compared to you, where each shot hit, and how long (in seconds) it took you to take him down, by the next time you use a Nod rifle against a GDI soldier to compare.

Renegade's health system only gives you number counts for the damage you take on. There is no possible way to know how much damage, in points, you are doing to enemy infantry, without assistance from an outside reference.

Bottom line: Is it impossible to discover the differences without level editor? No it isn't, however it would be highly unlikely and unpractical for the knowledge to firstly be discovered and then to be widespread.

Edit: Yes, 40% might look like a big percentage, but you have to look at the big picture. 40% more of something small is still something small.

It's like picking up on a 40% increase in size of a grain of salt.

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**Subject: Re: Renegade X - Pre-Release Update!**  
Posted by [Homey](#) on Sun, 06 Sep 2009 00:40:38 GMT  
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R315r4z0r wrote on Sat, 05 September 2009 19:41Renegade matches are too long for someone to draw the conclusion that one rifle is better than the other. Especially for a weapon that is only widely used at the beginning of a game.

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Edit: Yes, 40% might look like a big percentage, but you have to look at the big picture. 40% more of something small is still something small.

It's like picking up on a 40% increase in size of a grain of salt.

Really? Back when we played clanwars 7 years ago we all knew this. It's pretty obvious how much GDI soldiers dominate Nod ones.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Sun, 06 Sep 2009 01:02:05 GMT  
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You knew it because it's common knowledge. And no, GDI soldiers do not dominate Nod soldiers.

It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

Out of my own personal experience, I only learned of the damage differences late in my Renegade career. And that's only because someone else brought it to my attention.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [GEORGE ZIMMER](#) on Sun, 06 Sep 2009 03:00:00 GMT  
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And if you're a GDI soldier fighting a Nod soldier, then you're going to utterly destroy the Nod soldier if you can kill a GDI soldier as a Nod soldier.

That is what unbalance is.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 Sep 2009 04:12:14 GMT  
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Goztow wrote on Sat, 05 September 2009 16:35 There's no way people would not have found out about the rifle difference. It's a freaking 40 % difference!

You really underestimate competitive players in Renegade, IMO.

Yes, though the damage difference is just two points, right? Yes it makes a difference in the

game, but as you know, infantry battles in Renegade was largely based on aim rather than the damage of a weapon. Heck, if you're good enough, you could kill just about any character with less than a clip of the pistol.

If this was done purposely in order to balance Nod use of the Artillery, then would you agree that this isn't the only thing that can be done to balance the teams? Why is it that balancing the MRLS with the Artillery properly does not satisfy? After all, they are counterparts to each other as long-ranged vehicles and cost the same amount, so with a rotatable MRLS turret (which many maps have already done) in theory any balance problems would be at least mostly solved.

It's not like giving the Nod soldier a bigger head or adding 2 damage points to a GDI rifle is the absolute only thing that can be done; it looks more like a last minute fix done when Westwood was balancing the game when testing multiplayer. So since we actually have as much time as we need to get things right with Renegade X, we'd rather resort to a balance solution that does not create this "quick-fix" type imbalance between GDI and Nod soldiers.

As I've said a few times before, one of the many reasons why we're even doing a beta is to solve problems early on and put these theories to the test.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Spoony](#) on Sun, 06 Sep 2009 05:06:50 GMT  
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R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.  
How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Homey](#) on Sun, 06 Sep 2009 06:17:08 GMT  
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R315r4z0r wrote on Sat, 05 September 2009 21:02You knew it because it's common knowledge. And no, GDI soldiers do not dominate Nod soldiers.

It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

Out of my own personal experience, I only learned of the damage differences late in my Renegade career. And that's only because someone else brought it to my attention. Oh it's good to know you know how I knew things. Actually we used to test this stuff out way back when. Gdi soldier has a smaller head and their weapon does more damage. They are far superior, I don't even use nod soldiers, just grab an engineer as I can do more damage with a pistol and take less damage.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Goztow](#) on Sun, 06 Sep 2009 09:23:40 GMT  
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R315r4z0r wrote on Sun, 06 September 2009 01:41[[color=royalblue](#)]blue text  
In organized games, we notice the contrary each and every time.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Mighty BOB!](#) on Sun, 06 Sep 2009 11:40:16 GMT  
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Doesn't Renegade do projectile collision with hitboxes and not the actual mesh? (I don't know, that's why I'm asking.) If that's true then unless the Nod Soldier's headbox is also larger then it's a moot point whether the mesh is larger or not.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Sun, 06 Sep 2009 14:15:47 GMT  
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Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.  
Because statistics and number values take a second seat when human intervention comes into play.

It's someone's drive to kill the GDI soldier as a Nod soldier that makes it possible. Even if the GDI soldier did 20 damage per shot, it would still be possible to kill him if your aim is right and your mind is in the right place.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Renx](#) on Sun, 06 Sep 2009 14:40:20 GMT  
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you're assuming the two people's skill levels are unequal...

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Renx](#) on Sun, 06 Sep 2009 14:48:07 GMT  
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Ethanal wrote on Sat, 05 September 2009 16:19Why would it change?

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Because it can! And it should! Don't get me wrong, playing a game I used to love the way it was on release with new graphics would be awesome... for a little while. But eventually you have to fill the roll of the devs and build on it, make it better than what it was. This encompasses MUCH more than just new maps and textures. If the base elements that make up the gameplay can be changed for the better, then they should be, regardless of what the game was based on. And if you're going to argue against "funner is better" then I don't know what to think.\

Besides, this isn't SOE, changes will likely be tested and then approved/denied by the community before they go in.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [DarkKnight](#) on Sun, 06 Sep 2009 17:31:03 GMT  
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i got an awesome idea. Instead of assuming the worse lets go play the mod first then talk about it.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [GEORGE ZIMMER](#) on Sun, 06 Sep 2009 17:52:07 GMT  
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R315r4z0r wrote on Sun, 06 September 2009 09:15Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.

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It's someone's drive to kill the GDI soldier as a Nod soldier that makes it possible. Even if the GDI soldier did 20 damage per shot, it would still be possible to kill him if your aim is right and your mind is in the right place.

Yes, and no one is saying it's impossible to kill the GDI soldier.

As far as I know, everyone is simply saying why make a gap between two troops that are supposed to be entirely equal, save for their appearance?

And, here's the thing that happens:

Skilled GDI soldier vs not as skilled Nod soldier: GDI soldier wins almost all the time.

Equally skilled GDI soldier vs equally skilled Nod soldier: GDI soldier will win most of the time

Skilled Nod soldier vs not as skilled GDI soldier: Nod soldier has a better chance to win.

See the problem here? It's called unbalance. No, it does not compensate for artillery. As far as I'm concerned, it's just as much of a bug as the points bug.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [CarrierII](#) on Sun, 06 Sep 2009 18:02:29 GMT  
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"CarrierII wrote some time ago in this thread, and promptly got ignored"  
This can be discussed forever in theory. Let's see how it turns out in practice.

If this discussion doesn't stop (or move to another thread), I will split it, and get annoyed. OK?

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [EvilWhiteDragon](#) on Sun, 06 Sep 2009 18:26:23 GMT  
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R315r4z0r wrote on Sat, 05 September 2009 20:27EvilWhiteDragon wrote on Fri, 04 September 2009 06:59

I'm curious, as I always found it a delight that WW didn't balance out all units directly against it counterparts. I hope this will work out, let that be clear Just trying to make sure that the balance is brilliant again, just as in Renegade

There is no possible way that you could have found enjoyment out of the specific idea that the balance wasn't toe-to-toe because it is almost impossible to even pick up on the differences if you had no involvement in modding or level editor.

If Level editor was never released for the public to use, then no one would have ever noticed the GDI rifle doing more damage than the Nod rifle. It's just that minuscule of a difference.

Figuring out that there is a difference is like taking two large handfuls of small pebbles, walking up to someone, and asking them to point to the hand with less without counting.

If you balance the MRLS to be EXACTLY as effective as the Artillery, people still wont notice how well they are balanced because they are two entirely different types of vehicles. Regardless of how well they play against each other, one vehicle fires 6 rockets from a mobile platform while the other fires a powerful long-ranged shell. They look different and perform different, that's enough to give off the impression that they are different.. even though, balance wise, they are exactly the same.

Renegade's asymetrical balance is nothing more than an illusion.  
Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...  
I did figure out that the pointbug only works on vehicles as long as they have armour, if that's gone

you will get the correct amount of points, even on a non pointfixed server.

Oh and coincidently, I also wouldn't notice according to you how BIATCH should work. While coincidently, I did though out how it should work. Yes, StealthEye did it codewise, but i though up the general idea. Same goes for the pointfix. I noticed it, StealthEye dug around a bit, found out it was obviously a bug (first multiplying with say x and then derive x again).

So ye you absolutely don't notice these things, IF YOU DON'T FUCKING KNOW HOW TO PLAY OR ARE BUSY WANKING AT THE SAME TIME.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Carrierll](#) on Sun, 06 Sep 2009 19:05:44 GMT  
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It seems I've been added to everyone's ignore lists.

EWD - that last comment was inappropriate ad-hominem. Please don't.

Time to split the thread. I'm not amused, so behave in the split one, please.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Spoony](#) on Sun, 06 Sep 2009 21:53:11 GMT  
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R315r4z0r wrote on Sun, 06 September 2009 09:15Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.

Because statistics and number values take a second seat when human intervention comes into play.

It's someone's drive to kill the GDI soldier as a Nod soldier that makes it possible. Even if the GDI soldier did 20 damage per shot, it would still be possible to kill him if your aim is right and your mind is in the right place.

by this 'logic' you could say "mobius" instead of "gdi soldier".

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate  
Posted by [JohnDoe](#) on Sun, 06 Sep 2009 22:08:17 GMT  
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How about we just see how exchanging Renegade's flickerlagfest with fluid UT3 character movement and physics changes the overall effectiveness of every weapon/vehicle/unit before debating specifics of a game most of us haven't yet played..

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [nikki6ixx](#) on Sun, 06 Sep 2009 22:52:22 GMT

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JohnDoe wrote on Sun, 06 September 2009 17:08How about we just see how exchanging Renegade's flickerlagfest with fluid UT3 character movement and physics changes the overall effectiveness of every weapon/vehicle/unit before debating specifics of a game most of us haven't yet played..

Pretty much everything that needs to be said, right here.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [slosha](#) on Mon, 07 Sep 2009 01:18:23 GMT

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In my opinion, I have been playing ren for about 4-5 years and I have never noticed it so big whoop.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 02:18:27 GMT

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Spoony wrote on Sun, 06 September 2009 17:53R315r4z0r wrote on Sun, 06 September 2009 09:15Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.

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by this 'logic' you could say "mobius" instead of "gdi soldier".

And? Would it be wrong to say that? Is it not possible to kill a Mobius with a Nod Autorifle?

(Despite the obvious armor differences)

GEORGE ZIMMER wrote on Sun, 06 September 2009 13:52

---

Yes, and no one is saying it's impossible to kill the GDI soldier.

As far as I know, everyone is simply saying why make a gap between two troops that are supposed to be entirely equal, save for their appearance?

And, here's the thing that happens:

Skilled GDI soldier vs not as skilled Nod soldier: GDI soldier wins almost all the time.

Equally skilled GDI soldier vs equally skilled Nod soldier: GDI soldier will win most of the time

Skilled Nod soldier vs not as skilled GDI soldier: Nod soldier has a better chance to win.

See the problem here? It's called unbalance. No, it does not compensate for artillery. As far as I'm concerned, it's just as much of a bug as the points bug.

Your post is confusing. I can't tell if you're in agreement with me or not (or if you are unaware that you are in agreement with me.)

You've stated that you're in disagreement, but your points and backup information state otherwise.

FYI, I'm FOR making the damage done by each rifle the SAME. GDI's shouldn't do more damage than Nod's.

EvilWhiteDragon wrote on Sun, 06 September 2009 14:26 Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...

I did figure out that the pointbug only works on vehicles as long as they have armour, if that's gone you will get the correct amount of points, even on a non pointfixed server.

Oh and coincidentally, I also wouldn't notice according to you how BIATCH should work. While coincidentally, I did though out how it should work. Yes, StealthEye did it codewise, but i though up the general idea. Same goes for the pointfix. I noticed it, StealthEye dug around a bit, found out it was obviously a bug (first multiplying with say x and then derive x again).

So ye you absolutely don't notice these things, IF YOU DON'T FUCKING KNOW HOW TO PLAY OR ARE BUSY WANKING AT THE SAME TIME.

You're contradicting what I said. Level editor is just one example of a program. BIATCH, Stealtheye, Level Editor, whatever. They are all the same. They give you knowledge of the game's makeup via an outside/behind the scenes source.

And also, points are a visible means of comparison in the game while it's in play. I'd expect you to pick up on the points bug. I don't get why you're relating it to the damage differences.

Unlike points, which you can visibly see and reference too, health and damage isn't readily available for you to see and check. If you attack someone, you wont know how much damage you did unless you sat down in a private match, fired one shot, then asked them how much damage they took. With points, all you have to do is shoot something and check the scoreboard.

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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Spoony](#) on Mon, 07 Sep 2009 03:38:13 GMT  
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R315r4z0r wrote on Sun, 06 September 2009 21:18And? Would it be wrong to say that? Is it not possible to kill a Mobius with a Nod Autorifle? (Despite the obvious armor differences)  
Quote:It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.  
you can, surely, see the difference between these two statements.

---

Subject: Re: Renegade X - Pre-Release Update!  
Posted by [liquidv2](#) on Mon, 07 Sep 2009 04:30:22 GMT  
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R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate  
Posted by [RadioactiveHell](#) on Mon, 07 Sep 2009 07:53:05 GMT  
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---

GDI sold >>> Nod sold

This is the case every single time, as long as the two players are roughly in the same skill level. Tbh, if ur Nod, there is really no point in ever getting a sold, best to go with an engi.

---

Subject: Re: Renegade X - Pre-Release Update!  
Posted by [LeeumDee](#) on Mon, 07 Sep 2009 11:47:01 GMT  
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R315r4z0r wrote on Sun, 06 September 2009 21:18  
EvilWhiteDragon wrote on Sun, 06 September 2009 14:26Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...  
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And also, points are a visible means of comparison in the game while it's in play. I'd expect you to pick up on the points bug. I don't get why you're relating it to the damage differences.

StealEye is a person, a BlackIntel admin..... Who coincidentally coded BIATCH. If you read what EWD said he helped in the production of BIATCH.

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 14:01:40 GMT

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Well whatever, I don't follow the anti-cheating stuff on this game anymore. But that still doesn't change what I said. You can notice numerical point differences for your player while the game is in play, client side. If you want to find out how much damage your weapon is doing, you need the utmost cooperation of someone on the other team. One should be easily noticeable, the other requires some effort.

Spoony wrote on Sun, 06 September 2009 23:38R315r4z0r wrote on Sun, 06 September 2009 21:18And? Would it be wrong to say that? Is it not possible to kill a Mobius with a Nod Autorifle? (Despite the obvious armor differences)

Quote:It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.

you can, surely, see the difference between these two statements.

No, not really. Unless you're talking about the obvious, then the difference would be the character mentioned. But I really don't see your point. Have you never killed a Mobius with an Autorifle before?

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [liquidv2](#) on Mon, 07 Sep 2009 14:54:05 GMT

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R315r4z0r wrote on Mon, 07 September 2009 09:01If you want to find out how much damage your weapon is doing, you need the utmost cooperation of someone on the other team. One should be easily noticeable, the other requires some effort.

you don't need to go through a level editor to notice that gdi soldiers rape the shit out of nod soldiers (unless you're that dense and unobservant)

in which case i apologize seeing as how you appear to be both

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 18:10:38 GMT

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Human skill is not consistent. What you do at one point in time doesn't mean it will be done exactly the same way the next time you do it.

If you "own" one soldier in Renegade once, that doesn't mean you will "own" him just as badly if you encountered him again. Regardless of the weapon used.

You can "own" a Nod soldier with a GDI rifle, but you can also do the same the other way around. But because of the inconsistency I mentioned above, it wouldn't be an observation based on statistics or damage done in the game, it would be an observation of yourself and how you play the game at different times.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Havoc 89](#) on Mon, 07 Sep 2009 18:28:19 GMT

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Why are you guys arguing about weather or not the AR damage difference is noticable or not. It is to those who notice it, and it isn't to those have havnt. Not everyone is the same, everyone is different for when it comes to noticing things.

To those whom state that the different damage AR balances out the artillery. Quite honestly you make it sound as if artilleries can be countered by the gdi soldier. Yeah, good luck with that. Oh yeah it makes complete sence to not balance out the counter parts but rather make something completely different that is only used for like the first 2 minutes deal 2 more damage and say that it some how magically works out.

That is not balanced gameplay, that is clearly imbalanced gameplay in both the short and long term.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Mon, 07 Sep 2009 18:35:08 GMT

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You didn't read: it's about the harvester!

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 18:57:53 GMT

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We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

If you think balancing a vehicle with its counterpart will somehow flip the game on its backside, freeze over hell, and change the axis of the earth, then please either voice your concerns after you have tested the mod properly, or simply stick with W3D Renegade, as that will not change.

This should probably be locked because we've said everything that needs to be said on our part, and we've heard the arguments for having unbalanced soldiers, which we believe are obsolete.

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 19:37:05 GMT

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Thinking back, I don't think it's for balance reasons that the two autorifles do different damages.

I think it's supposed to play a part in how each team should perform.

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Mon, 07 Sep 2009 19:43:38 GMT

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[NEFobby[GEN] wrote on Mon, 07 September 2009 13:57]We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

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100% agreed, BUT you have to change the point system ASAP if you want truly balanced gameplay. The Ramjet shouldn't be the most effective weapon in the game!

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 19:54:20 GMT

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JohnDoe wrote on Mon, 07 September 2009 15:43[NEFobby[GEN] wrote on Mon, 07 September 2009 13:57]We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

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Are you talking about the Ramjet's damage or the points? We've already expressed that certain things will be fixed/changed with the points system, which include Ramjets - they won't be getting many points for shooting at a Mammy, for example.

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Havoc 89](#) on Mon, 07 Sep 2009 20:28:26 GMT

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Goztow wrote on Mon, 07 September 2009 14:35You didn't read: it's about the harvester!

Oh believe me, I read it and its the lamest excuse for trying to justifying the AR and Arty.

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Mon, 07 Sep 2009 21:35:48 GMT

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[NEFobby[GEN] wrote on Mon, 07 September 2009 14:54]JohnDoe wrote on Mon, 07 September 2009 15:43[NEFobby[GEN] wrote on Mon, 07 September 2009 13:57]We've already voiced our position: we believe the MRLS has been adjusted to properly balance with the Nod Artillery, which therefore makes the obvious imbalance between GDI and Nod soldiers obsolete and unnecessary. All in all, this is a beta, and therefore it will be tested as that's the whole point of the beta release.

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Are you talking about the Ramjet's damage or the points? We've already expressed that certain things will be fixed/changed with the points system, which include Ramjets - they won't be getting many points for shooting at a Mammy, for example.

Well, the Ramjet is the most extreme case, but it's the same problem with other weapons. Regular soldiers getting ridiculous amounts of points/money for shooting a harvester at a distance when an Engineer or Grenadier get almost nothing for actually damaging it. Another idiotic scenario is people waiting to blow their remotes until the APC/Buggy/etc shoots a harvester down to yellow - makes no sense at all to someone who's never played Renegade.

This is what I wrote in the other thread:

If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.

Please, just implement the pointsfix. Renegade is flawed in many aspects, so this project shouldn't be an exact copy - this we both agree on. The game mode is what makes us all love this game, not the physics, graphics, netcode, unit balance (Tibsidney is worth 150? Patch is worth more than Gunner?), the point system nor the aforementioned idiotic tactics it produced.

---

Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Tue, 08 Sep 2009 00:52:51 GMT

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Imo, I don't think they should implement Renegade's pointfix.

Don't get me wrong, I'm pro-points fix in Renegade. But seeing as how they have more options available to them in UT3, I think it might be cooler to have another style of points.

Similar to core Renegades, but with just some urgent changes and fixes here and there. People should be awarded for effort, not damage. (Speaking of which, Artilleries shouldn't get as many points as they do in Renegade because of their uncanny ability to attack a single structure for long periods of time.)

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [liquidv2](#) on Tue, 08 Sep 2009 03:56:03 GMT

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Quote:Imo, I don't think they should implement Renegade's pointfix.  
why not? it's easier for them to code and easier for everyone to understand because it's  
mathematically sound

Quote:People should be awarded for effort, not damage.  
that's like saying "It's the thought that counts" in a case where it clearly does not

Quote:(Speaking of which, Artilleries shouldn't get as many points as they do in Renegade  
because of their uncanny ability to attack a single structure for long periods of time.)  
artillery get lots of points because they do lots of damage; they are slow and light-armored as a  
result, and get chewed up by even GDI soldiers (which, by the way, do considerably more  
damage than Nod soldiers)

if you want to try and achieve balance it would be best to use the pointmod and leave the GDI rifle  
and the Nod rifle damage how it is, seeing as how that's what the forefathers had in mind

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [Reaver11](#) on Tue, 08 Sep 2009 05:49:04 GMT

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DarkKnight wrote on Sun, 06 September 2009 12:31i got an awesome idea. Instead of assuming  
the worse lets go play the mod first then talk about it.

As dk says just play the mod first. I can understand the debate between weapons and such but  
this is only the beta coming up. If the system they have designed doesnt work or is really  
imbalanced they can change it or you can change it with a mutator in ut3!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Carrierll](#) on Tue, 08 Sep 2009 06:51:23 GMT

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I've been pointing out this whole thing is theoretical for about 5 days...

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzz](#) on Tue, 08 Sep 2009 17:33:51 GMT

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wow away for 2 days and I got my own damn thread here.

Anyway, as JohnDoe says, we gotta see how the game's physics affect firing, movement, aiming and a whole lot of other things. This beta will help us see what the UT3 physics bring to C&C mode.

I used to be against the pointfix last year but I have seen the sense of it. I only play now in pointsmud servers now. It is something that should have been fixed by WW in like 2003.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [kadoosh](#) on Tue, 08 Sep 2009 18:48:46 GMT

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CarrierII wrote on Tue, 08 September 2009 02:51I've been pointing out this whole thing is theoretical for about 5 days...

Clearly they have chosen to reject your logic, and apply their own. HOLY SHIT LET'S ALL START PISSING ABOUT SOMETHING THAT WE DON'T KNOW IF IT'S A PROBLEM OR NOT!!!!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Ryan3k](#) on Tue, 08 Sep 2009 20:00:31 GMT

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kadoosh wrote on Tue, 08 September 2009 13:48CarrierII wrote on Tue, 08 September 2009 02:51I've been pointing out this whole thing is theoretical for about 5 days...

Clearly they have chosen to reject your logic, and apply their own. HOLY SHIT LET'S ALL START PISSING ABOUT SOMETHING THAT WE DON'T KNOW IF IT'S A PROBLEM OR NOT!!!!

Welcome to renforums!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Muad Dib15](#) on Wed, 09 Sep 2009 01:08:17 GMT

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Ryan3k wrote on Tue, 08 September 2009 15:00kadoosh wrote on Tue, 08 September 2009 13:48CarrierII wrote on Tue, 08 September 2009 02:51I've been pointing out this whole thing is

theoretical for about 5 days...

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Welcome to renforums!

LMAO!!!!

Fobby wrote on Mon, 07 September 2009 13:57 This is a beta, and therefore it will be tested as that's the whole point of the beta release.

Jesus, how dense are you guys to not get this yet?

\*smacks people responsible with a trout\*

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate

Posted by [R315r4z0r](#) on Wed, 09 Sep 2009 02:49:54 GMT

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liquidv2 wrote on Mon, 07 September 2009 23:56 Quote:Imo, I don't think they should implement Renegade's pointfix.

why not? it's easier for them to code and easier for everyone to understand because it's mathematically sound

Why not? Read the line after the one you quoted. The answer is in the same post.

liquidv2 wrote on Mon, 07 September 2009 23:56 Quote:People should be awarded for effort, not damage.

that's like saying "It's the thought that counts" in a case where it clearly does not

Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.

It also fixes it so that no-lifers aren't the only people who can grab a seat in the high-score rankings.

Winning the game should be about destroying the enemy team's base. Points are just a fallback. I think that the more damage a vehicle is able to cause, the less points it should get.

liquidv2 wrote on Mon, 07 September 2009 23:56 Quote:(Speaking of which, Artilleries shouldn't get as many points as they do in Renegade because of their uncanny ability to attack a single structure for long periods of time.)

artillery get lots of points because they do lots of damage; they are slow and light-armored as a result, and get chewed up by even GDI soldiers (which, by the way, do considerably more damage than Nod soldiers)

But, taking Renegade as a Beta build of Renegade X, Artilleries are obviously THE top ranking

vehicles for scoring the most amount of points with the least amount of effort. They should give you a lot of points for the damage they can cause. However, they currently give too much. Just because you lower the points they get, doesn't mean that they wont end up getting a lot.

Their armor shouldn't have anything to do with it. However, what should play a part is how long the vehicle's range is. Longer ranged vehicles should get smaller amounts of points, even if they do pack a punch, they are likely to stay alive and earn more than close ranged vehicles.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [alaguer](#) on Wed, 09 Sep 2009 03:16:57 GMT

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title=R315r4z0r wrote on Tue, 08 September 2009 21:49]liquidv2 wrote on Mon, 07 September 2009 23:56Quote:Imo, I don't think they should implement Renegade's pointfix.

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-----  
omg no! I teched many many veicles in game and 1 thing to find is arty is weak. why you say armor not nothing to do with it...?? so it can be counterattacked!!!! i think if artillery is attacking building then U got to go kill it...if u don't then I think you desever it!! it is not strong vehicle. you cannot individual mess with damage/points cuz then u fully ruin whole game.

also u seems to dislike people in arty. why??? why dislike them and call [no-lifers] when they only play the game!!!! u know anyone who get arty and go on his own mostly get killed!! That's why u need expert repaireers. Like me! so we work in team and repair and kill base.

so u can do BOTH!! u can do crazy apc rushes and also shooting the enemy buildingss. it is all the game tactics!! this is like communist...u jealous of guys getting points in tanks so you wanna sink him and bring him low! awfull wrong.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Spoony](#) on Wed, 09 Sep 2009 03:20:03 GMT

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R315r4z0r wrote on Tue, 08 September 2009 21:49Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.

one would think the artillery user would be rather quickly killed in this situation?

R315r4z0r wrote on Tue, 08 September 2009 21:49Winning the game should be about destroying the enemy team's base. Points are just a fallback.

you have the option of marathon games if this is what you think.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [RadioactiveHell](#) on Wed, 09 Sep 2009 03:48:19 GMT

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I agree that the GDI and Nod soldiers should do equal damage, and that the MRLs and Art should be more equal. I also think it best to have the Ren point fix enabled.

The only person in opposition to the point fix is r4z0r, who says he wants an unspecified different type of point system. As someone who has not played UT3, could you be more specific with your suggestion?

In responce to the argument about Arty's doing too much damage, Arty's obviously have shit armor. The only way an Arty survives is if it is being teched constantly which requires a decent amount of teamwork on the part of Nod. Thus, your argument that points should be determined by "effort" rather than amount of damage is null, because the act of keeping an arty alive in itself requires a great deal of effort.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"

debate

Posted by [liquidv2](#) on Wed, 09 Sep 2009 04:11:39 GMT

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an arty will do full damage to a building but get less points, but the people repairing the building will get full points for repairing it  
how much are you talking about slashing it, hopefully not more than half? if so then you're giving the enemy the points you earned from damaging it right back to them

long-ranged vehicles are able to do more damage from further away, but in order to achieve this they must stay back or they will quickly be destroyed by short-ranged vehicles  
it's like you're saying that kills from a ramjet should be worth less than kills with a mobius gun because it's easier to get more kills with a ramjet; it makes no fucking sense, and it would offset the game if they tried to implement a system that gives points out based on shit that doesn't have to actually happen in the game

you're an idiot; stop trying

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Wed, 09 Sep 2009 06:25:13 GMT

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liquidv2 wrote on Wed, 09 September 2009 06:11

you're an idiot; stop trying

I think Liquid and I finally start agreeing on something!

Quote:I think that the more damage a vehicle is able to cause, the less points it should get. Maybe we could give points to people that are running towards an enemy building, then? They're putting a lot of effort in reaching the enemy base without doing damage. Yup: they'd definitely need to get a lot of points!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Carrierll](#) on Wed, 09 Sep 2009 08:23:43 GMT

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I think we're being too critical, and not reading carefully enough. (If one pays attention in a certain subforum, R3 is dyslexic).

I think he means that because it's not HARD to get lots of points in an art (point and click), you should get less. (IE, art should score less for whoring because it's too easy to do).

Or, more generally, the game rewards the wrong strategies, perhaps best exemplified by the fact that the tech supporting the art will get ~300 points to the art's 3000+. Maybe less for the tech, if the art isn't being attacked (Say, Islands: Art --> GDI Ref).

---

He's probably right, the correct (IMO, anyways) scoring system would probably be exponential, on how your points are earned. The more you whore the building (This is codable also, simply look at how many points a player has earned in what way in the last few shots (won't work for the flamer though - but that doesn't tend to be a whoring vech...)) the less you should earn for it, the first shell should give 30, the next 29.9995 (Rounded up to 30), the next 29.9990 (Also up to 30) etc (The numbers are arbitrary, it's the principle).

Also, for other situations, such as the repair gun, it would be better to make the points earned on a scale which GROWS exponentially, thus techs are rewarded for sticking with a boring, but useful and indeed essential job. (And helps to prevent sieges, as the same techs will be pulling in more points than the shelling team)

Thus, it will not pay to, in the long run, just be satisfied with pinning GDI in (Field is a prime example), because eventually the MRLS or meds being used in defense will be making more points than your whoring. You should've used the tenish minutes that you had to get a rush together. It would create more active gameplay, because a siege would ultimately fail. That does however need to be balanced, a siege shouldn't be useless instantly. Ten minutes is ample to create a rush or try to make their techs/hotwires run around (Say, Hourglass, I've lost count of the number of games I've won as Nod where we shell the ref, then the WF, then the PP, and the hotwires aren't coordinated and at least one goes down).

It would prevent stagnation of gameplay, which would, as a further side note, appeal to UT3 players, as that has very active gameplay, with no real pitched battles, everything keeps moving.

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate

Posted by [Goztow](#) on Wed, 09 Sep 2009 08:39:37 GMT

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Where you're wrong, IMO, is in assuming that it is somehow wrong to take the field with artilleries and camp a building. If GDI can't get the necessary combination of vehicles / infantry to destroy this art / tech combo, then they earn to loose the game.

Why would Nod need to change a working strategy? It's up to GDI to force them to change their strategy. It's not as if arts with techs are overpowered. They can be countered by a lot of GDI combo's. A team that's strategically loosing should be... indeed loosing on points.

There's no reason why a "loosing team" should have an advantage over a "winning team". If you'd really want this, then why don't you just give the team with the least points a 3 credits per second income and the team with most points a 2 credits per second income. Then at least it's clear what the advantage is, and why.

It's unneeded and quite impossible to make the game more offensive than when damage == points.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Wed, 09 Sep 2009 11:30:38 GMT

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CarrierII wrote on Wed, 09 September 2009 03:23I think we're being too critical, and not reading carefully enough. (If one pays attention in a certain subforum, R3 is dyslexic).

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Also, for other situations, such as the repair gun, it would be better to make the points earned on a scale which GROWS exponentially, thus techs are rewarded for sticking with a boring, but useful and indeed essential job. (And helps to prevent sieges, as the same techs will be pulling in more points than the shelling team)

Thus, it will not pay to, in the long run, just be satisfied with pinning GDI in (Field is a prime example), because eventually the MRLS or meds being used in defense will be making more points than your whoring. You should've used the tenish minutes that you had to get a rush together. It would create more active gameplay, because a siege would ultimately fail. That does however need to be balanced, a siege shouldn't be useless instantly. Ten minutes is ample to create a rush or try to make their techs/hotwires run around (Say, Hourglass, I've lost count of the number of games I've won as Nod where we shell the ref, then the WF, then the PP, and the hotwires aren't coordinated and at least one goes down).

It would prevent stagnation of gameplay, which would, as a further side note, appeal to UT3 players, as that has very active gameplay, with no real pitched battles, everything keeps moving.

So the underappreciated tech stops repairing the pointwhoring art, leaving the art vulnerable and pointwhoring less desirable - your so-called problem solves itself. In the real world, I believe there are enough players on servers busy with repair duty, so stop trying to fix something that isn't broken.

I just hope the devteam will listen to what competitive players are saying about balancing once the beta is out...after all, we are the ones that dictate the gameplay by using the tools a game provides in the most effective manner - it just takes average players longer to catch on.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Wed, 09 Sep 2009 16:53:12 GMT

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Spoony wrote on Tue, 08 September 2009 23:20R315r4z0r wrote on Tue, 08 September 2009 21:49Clearly how? People who put their effort into acting together with their team to accomplish the task at hand should be rewarded more points than someone sitting at the front of the GDI base in an artillery with a paperweight strapped on their mouse button.

one would think the artillery user would be rather quickly killed in this situation?

People complain when I make really long posts that explain, in detail, what I'm trying to describe. So, lately, I've been trying to say the main ideas and take it that the people reading what I'm posting are intelligent enough to understand a hyperbole when they see one. (It's an exaggeration of the truth that is used to help convey an idea or point.)

Spoony wrote on Tue, 08 September 2009 23:20R315r4z0r wrote on Tue, 08 September 2009 21:49Winning the game should be about destroying the enemy team's base. Points are just a fallback.

you have the option of marathon games if this is what you think.

No, Marathon games are different. You can't fall back on points in a Marathon game. In a Marathon game, you have to destroy the enemy base. In a normal game you just have to try your best to destroy the enemy base. What I was trying to explain was a way to make it so people wont get fed up and rely on their points to win a match.

Perhaps an alternate idea would be to make it so that people can't see their points earned at all. If someone doesn't know if they are winning or not, then they are most likely going to keep giving their full effort.

Quote:an arty will do full damage to a building but get less points, but the people repairing the building will get full points for repairing it

how much are you talking about slashing it, hopefully not more than half? if so then you're giving the enemy the points you earned from damaging it right back to them

That's a given, don't you think? It just be retarded to change the balance that way.

Quote:long-ranged vehicles are able to do more damage from further away, but in order to achieve this they must stay back or they will quickly be destroyed by short-ranged vehicles it's like you're saying that kills from a ramjet should be worth less than kills with a mobius gun because it's easier to get more kills with a ramjet; it makes no fucking sense, and it would offset the game if they tried to implement a system that gives points out based on shit that doesn't have to actually happen in the game

You keep saying things like "it makes no sense" or "the game wont work like that," but I have yet to see a single reason for that point. Why wont it work? Why doesn't it make sense? Give me an example of why you think that?

It makes perfect sense to me and it doesn't seem very game breaking or play altering. People would play the same way regardless of the points they gain (within obvious reason, of course).

As for what Carrier said: He understands the basis of what I'm saying. In fact, he explained it better than I did.

Things that are easy to do shouldn't reward you as much as things that are harder to do. That's my bases of what I'm trying to say. The ideas I've been coming up with in the thread aren't necessarily ideas I'm essentially keen on myself. They are just examples of what may or may not play to what I have in mind.

Also, to make something clear, I have no problem with people artillery camping. I find it a fun scenario on both sides, especially on GDI's side trying to figure out ways to break their lines. But what I'm trying to explain is that artillery camping is probably the easiest and most effective strategy in the game, and coincidentally, the most point rewarding strategy as well. Something easy shouldn't give you the most points (unless it's something of importance, such as repairing a structure or friendly unit.)

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate

Posted by [Carrierll](#) on Wed, 09 Sep 2009 17:22:13 GMT

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Goztow wrote on Wed, 09 September 2009 09:39 Where you're wrong, IMO, is in assuming that it is somehow wrong to take the field with artilleries and camp a building. If GDI can't get the necessary combination of vehicles / infantry to destroy this art / tech combo, then they earn to loose the game.

Why would Nod need to change a working strategy? It's up to GDI to force them to change their strategy. It's not as if arts with techs are overpowered. They can be countered by a lot of GDI combo's. A team that's strategically loosing should be... indeed loosing on points.

There are plenty of working strategies to counter arts and techs. You learn them all after about a month, and try to get other people to use them for the rest of the playing time\*. It's not that taking the field is wrong, it's that taking the field, and then pointing and clicking for the rest of the game is... boring.

Just trying to force action, with the suggestions I posted, that's all.

\*: Let me expand. A lot of them (The med pinwheel, for example) require far more cooperation than it does for PAIRS of people to get an art and a tech between them. A med pinwheel requires say 8 meds, driven together out of the base, whilst hotwires are still in the building. More to the point, a lot of the counter strategies require far more cooperation than is typically available.

Having said all of that; RenX has the advantage of being able to create strategy videos, and "How-to-play" videos, which will educate the UT3 players as to the basic strategies, and even some more complex ones. That would raise the standard of teamwork for a start.

The second half of your post is good. I just do dislike it when gameplay becomes three people on GDI trying to convince the rest of the team to try X or Y strategy, and everyone else just fucks off into the tunnels, or uses soldiers. Or, God forbid, Mammoths.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Wed, 09 Sep 2009 18:44:41 GMT

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The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong?

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzz](#) on Wed, 09 Sep 2009 19:03:09 GMT

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CarrierII wrote on Wed, 09 September 2009 12:22I just do dislike it when gameplay becomes three people on GDI trying to convince the rest of the team to try X or Y strategy, and everyone else just fucks off into the tunnels, or uses soldiers. Or, God forbid, Mammoths.

But that's not the game's fault is it?

---

Blaming the game and trying to change settings because the common idiots don't understand the gameplay mechanics and don't cooperate is not just silly but also disastrous.

Of the hundreds (possibly thousand?) of games I played on Field as GDI on the public servers, the one most critical failure that GDI almost always does when attempting to break up a Arty siege is NOT focusing their fire on 1 Art at a time. You have 2 guys in 2 Meds waiting to take down a Art...they move out...1 Med shoots the first Art and the other idiot Med shoots the other fucking Art. What the fuck? Both Meds get raped. And the players with the Havocs that could have helped here are just too damn busy in the tunnels jerking off over their K/D.

And that's just 1 example of public server douchebaggery.

The whole problem is coming from public players and on public servers where cooperation is very low and communication and coordination is minimal at best. Even on 30+ player count servers, there seems to be only only 5-6 people on each team that know how to play.

Most of these siege standaoffs occur because obviously 1 team did not play well enough to get

vehicles first in the field. And did not spend their money wisely. Then you have a host of random idiots that kill where the tunnels oblivious to the damage they are doing to their team...including the SBH's that play with themselves while waiting for a new weapon to spawn.

You have this minority of players that know what they are doing with the majority either new to the game, learning to play, or just simply stupid. So this ends up creating pockets of skilled players mixed up with the randomites. So the skill levels are extremely uneven. Sometimes you end up with equal number of good players on each sides but this is not always guaranteed.

So anyway it all comes down to the competitive players that really play the game the way it is to be played using the right strats and teamplay. In a nutshell, if these guys feel something needs to be changed, then it probably needs to be. If they don't feel anything is wrong, then there is obviously no problem.

What is the point of my rant? Pretty much this: You cannot make any changes to the gameplay based on gameplay data gathered from public server games. There are way too many variables that will mislead. So the gameplay data worth looking at is from clanwars type games played by the competitive players.

Goztow wrote on Wed, 09 September 2009 13:44The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong?

I propose 30 points per player per Proximity Mine dropped since the player is helping to protect the building!!!!!!!!!!!!11!!!!!!1!!!11!!111

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Wed, 09 Sep 2009 21:20:24 GMT

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CarrierII wrote on Wed, 09 September 2009 12:22More to the point, a lot of the counter strategies require far more cooperation than is typically available.

...and Art/tech combos require more cooperation than a random group of Havocs sniping everything that leaves Nod's base...boo hoo.

You can just tell that Carrier and that R3guy haven't really figured out the nuances of Renegade gameplay...I just hope the RenX developers will find the balance of listening to constructive criticism without making the mistake of rating popular opinion over professional opinion.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"

debate

Posted by [CarrierII](#) on Wed, 09 Sep 2009 21:51:22 GMT

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Goztow wrote on Wed, 09 September 2009 19:44The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong?

How often do you get engi support on a RANDOM public (where you ARE NOT known)? I would suggest perhaps once in five tries. The remaining four being deaths for your vech. (NOTE: these are estimates, not, for obvious reasons, accurate statistics - they serve to illustrate the point)

Pawky, it is the game's fault if they see they get more points with a solider than a PIC - how is anyone supposed to know that the game is broken and this is the wrong thing to do. You'd only find out if you went online, and read a load of text on random wikis. How many players are going to want to do that? Not many, it's a game - broken games are a relative rarity (Or, better put, the best selling games are rarely broken, leading to a misconception amongst gamers who play the larger titles that games are tested and working).

Furthermore, telling everyone to aim at the artillery on the left (standard strategy, it's the first in view, apparently I don't know this so someone else has posted this in here) isn't going to get everyone doing that. Once again, the game does not make it obvious that that is the way to go. This can be fixed by educating the playing public, that's easier for RenX, UT players are used to tutorial gameplay videos, make one of those for the basics, and more for the advanced, and the average cooperation will rise (Also, VoIP is standard in UT3).

Also, you are correct (Data from public servers has too many confounding variables), but then trip yourself up over which data we should look at. CW games are played between 8 people at most, often just 4. Totally different strategies apply in larger servers, if you want proof, try singlehandedly beaconing a structure using hummer/buggy (a potential strategy in a smaller game, due to less resistance and less chance at getting seen) in a 40+ player server. Player count also influences strategy.

You're correct, there is no problem if it were obvious that the "pro" strategies are the best move. It isn't, that is the problem, and this is why I'm suggesting some ideas (many of which are not meant to be taken seriously or in their entirety or their present form, and were just ideas, don't get worked up, I'm not on the RenX dev) which may help to make the better strategies more obvious, as well as promoting constructive behaviour, like repairing. Of course, the ultimate answer is in education, and a better multiplayer tutorial would be ideal. (Hint, RenX, hint).

JohnDoe, I'll respond to you when you post actual content (Something I can reply to), and not just ad hominem. OK? (Havocs on first harvester? I thought CW settings were quite tight on the old finances)

Utterly boring moderator's point - we're still off topic, this is supposed to be about whether the GDI/Nod 7 vs 5 autorifle thing is balanced. Goztow is right, it's about harvesters, and it should stay as it is.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Thu, 10 Sep 2009 00:01:35 GMT

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Goztow wrote on Wed, 09 September 2009 14:44The easiest thing to do in Renegade is repairing, yet it seems to me you propose to give a lot of points for this, compared to other things. Repairing is as boring as camping, yet you find it more "valuable"? Or am I seeing this wrong? Repairing structures is of more importance mainly because structures dictate how your team will play for the rest of the match. Offense is less important because whether you succeed or fail in your attack, there is no negative team-wide repercussions for your faction.

Like, if your arty siege fails, the worst that happens is that you lost your invested credits as opposed to if your defensive strategy fails you lose structures in your base.

CarrierII wrote on Wed, 09 September 2009 17:51Utterly boring moderator's point - we're still off topic, this is supposed to be about whether the GDI/Nod 7 vs 5 autorifle thing is balanced. Goztow is right, it's about harvesters, and it should stay as it is.

I don't think so. I actually don't think there is any balance reason as to why the rifles are different. They are different for the sake of being different, basically. I don't think Westwood put any (or much) thought into balancing the damages.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzzz](#) on Thu, 10 Sep 2009 01:36:22 GMT

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R315r4z0r wrote on Wed, 09 September 2009 19:01

Repairing structures is of more importance mainly because structures dictate how your team will play for the rest of the match. Offense is less important because whether you succeed or fail in your attack, there is no negative team-wide repercussions for your faction.

Don't you see then that's why buildings need to be destroyed? They are the most lucrative targets in the whole game. That's why those hitting buildings get the most points. DUH.

Offense is 95% of the gameplay. The rest is just support.

Just mine your doors, repair your buildings and keep an eye out for sneaks. There's your "defense strategy" right there...it's easier done than said.

I have no idea how you think these take priority or even come to equal importance to that of tank fighting, holding the field with teched vehicles, and sieging and destroying the enemy structures.

@ Carrier: Of course there were some flawed areas of the game but I don't see how the pointsbug even remotely relates to Arts getting their fair share of the points for attacking buildings.

I guess you have a point when it comes to CW player counts vs pub servers but the basic strats

are the same. You can even use data from some of the community matches from the top communities. The games are played the way they should be overall. Teched medium and long range vehicles, flyers, ramjets all working together to take the field, holding it, moving up to siege, and either destroying enemy base or winning by points. This happens sporadically at best in public servers.

The one thing that is so ridiculous but keeps coming up in these ego-trip threads is the unjustified agenda against players that use long range vehicles to hit enemy buildings. Funny thing to note here is you never see competitive players or anyone who understands the game crying about someone who is sitting in an Arty all game. This only happens in pub servers where the whiners are either lazy to attack back AND/OR not having the luxury of having techs to help them counterattack. Hence, we have this big drama made about overpowered Arts!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Thu, 10 Sep 2009 02:46:39 GMT

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I'm talking instant action and reaction. Not "well I did this and that made this happen which ended up in us destroying a building."

Repairing a structure is a direct service to your team. Attacking a structure is serving yourself until you destroy the structure.

Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points.

When you play Renegade, you are actually playing two different games at the same time. One is an objective based game that requires you to level the enemy base while protecting your own. The other is scoring enough points to win by the time the timer runs out.

In the first game, repairing and maintaining your base is the most important aspect. In the second game, going out into the field and being offensive is the most important aspect.

I was just playing a match on field. I was on GDI. Nod had artilleries and stanks at the front of our base pounding on the WF. After about 5-10 min, someone said "let the WF go, it's giving them too many points." I was thinking "points or not, we still have 20 min left to kill. How can we do that without vehicles?" Well the WF fell because no one other than myself was repairing it. We hung on for a good 10 min or so, but we were, in the end, over ran. We lost because we had no means of defense and we ended up widening the points gap between our two teams.

I'm trying to abolish the idea of those kinds of mentalities.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Spoony](#) on Thu, 10 Sep 2009 02:57:01 GMT

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R315r4z0r wrote on Wed, 09 September 2009 21:46: Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points. I sometimes wonder if you're aware how ridiculous your own statements sound.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate

Posted by [Goztow](#) on Thu, 10 Sep 2009 06:41:26 GMT

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R315r4z0r wrote on Thu, 10 September 2009 04:46

When you play Renegade, you are actually playing two different games at the same time. One is an objective based game that requires you to level the enemy base while protecting your own.

The other is scoring enough points to win by the time the timer runs out.

If you're really convinced of this, then take the individual scores out of the game and only keep the team score. That's a REAL solution for your problem, opposed to biasing the way points are rewarded (even more). Think out of the box.

Quote: I was just playing a match on field. I was on GDI. Nod had artilleries and stanks at the front of our base pounding on the WF. After about 5-10 min, someone said "let the WF go, it's giving them too many points." I was thinking "points or not, we still have 20 min left to kill. How can we do that without vehicles?" Well the WF fell because no one other than myself was repairing it. We hung on for a good 10 min or so, but we were, in the end, over ran. We lost because we had no means of defense and we ended up widening the points gap between our two teams.

I'm trying to abolish the idea of those kinds of mentalities.

The whole reason why people got this "loose the WARF" idea in the first place is due to the lack of pointfix! With points == damage, noone would have gotten the idea of letting the WARF die when it's being attacked because they would never have any way to get back on points in the first place. However, thanks to the biased points system, people noticed that you often have a better chance of winning without tanks than with tanks in a public game on field. If this wasn't the case, people would probably get tanks to destroy the artilleries instead of letting the war factory die. That is: people that want to win the game.

So you just gave another good example of why point fix should be instated.

I got the impression everyone from Ren-X except R31 has given up on this topic by now, which is a pity. It would eb nice to at least get a reply to JohnDoe's remark:

Quote: I just hope the RenX developers will find the balance of listening to constructive criticism without making the mistake of rating popular opinion over professional opinion.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate

Posted by [JohnDoe](#) on Thu, 10 Sep 2009 09:09:44 GMT

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Spoony wrote on Wed, 09 September 2009 21:57R315r4z0r wrote on Wed, 09 September 2009 21:46Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points.

i sometimes wonder if you're aware how ridiculous your own statements sound.

Wow...just wow.

Concerning the omission of individual scores: won't work, I have never seen a team-based game with such a feature. Like it or not, moving up the ladder is a reason for continuous gaming for the majority of players. Contrary to R31's opinion, shooting a building actually helps your team in 95% of instances. 1. You're increasing your team's lead by roughly 1000 points every minute (with an art), 2. you're occupying at least 1 member of the opposite team, 3. you're building up ridiculous amounts of money which can be used if i.e. the powerplant and/or ref were to be destroyed. Renegade is about balancing the attractiveness of winning my base destruction and winning my points. Neither tactic should be dis-/encouraged, they're complementary...the maps do a good enough job themselves at being biased towards one or the other.

Carrier, neither will you have 8 meds (which sucks for everything except breaking a siege when driven by regular engineers) after the first harv dump...quit jappin, you're a joke for trying to school me on renegade...stick to moderating, you're not contributing.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [R315r4z0r](#) on Thu, 10 Sep 2009 22:28:40 GMT

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Goztow wrote on Thu, 10 September 2009 02:41

If you're really convinced of this, then take the individual scores out of the game and only keep the team score. That's a REAL solution for your problem, opposed to biasing the way points are rewarded (even more). Think out of the box.

First of all, I never said it was a problem. I just stated that there are two different games in play. I like the idea of it being that way. Just one needs to be balanced with the other is all.

Second of all, I'm the only one who is thinking outside the box. Actually, I'm the only one thinking at all! Everyone here is "conformlolpointsfixomgomg!" I'm just suggesting random ideas (that I don't expect to be implemented because the current scoring system in RenX is awesome). I just want an open discussion of constructive ideas. Instead, I'm just getting "your ideas fail and your a moron for trying to think differently." Which, by the way, is why I keep replying.

Goztow wrote on Thu, 10 September 2009 02:41The whole reason why people got this "loose the WARF" idea in the first place is due to the lack of pointfix! With points == damage, noone would have gotten the idea of letting the WARF die when it's being attacked because they would never have any way to get back on points in the first place. However, thanks to the biased points

system, people noticed that you often have a better chance of winning without tanks than with tanks in a public game on field. If this wasn't the case, people would probably get tanks to destroy the artilleries instead of letting the war factory die. That is: people that want to win the game.

So you just gave another good example of why point fix should be instated.  
You haven't read all the posts that I've made in this thread.

I fully support the pointsfix! It's a good idea and makes sense to use. (But then again, I've never really played specifically for points in a match, so I never took notice that there was a problem (or big problem) in the first place.) What I'm talking about is simply different methods of points just to keep the games different. Why? I don't know, I'm just curious to see what people come up with..

Goztow wrote on Thu, 10 September 2009 02:41 I got the impression everyone from Ren-X except R31 has given up on this topic by now, which is a pity.

They haven't given up. They probably just don't have anything to say any more. This thread is completely tangent from what it was when it started. The only reason I'm still here is because people are directly replying to me.

JohnDoe wrote on Thu, 10 September 2009 05:09 Contrary to R31's opinion, shooting a building actually helps your team in 95% of instances. 1. You're increasing your team's lead by roughly 1000 points every minute (with an art), 2. you're occupying at least 1 member of the opposite team, 3. you're building up ridiculous amounts of money which can be used if i.e. the powerplant and/or ref were to be destroyed. Renegade is about balancing the attractiveness of winning my base destruction and winning my points. Neither tactic should be dis-/encouraged, they're complementary...the maps do a good enough job themselves at being biased towards one or the other.

No, no, you misunderstood my meaning. I said previously that there are two different games going on in timed matches. The objective game requires more of an emphases on base maintenance and repair. The score game requires more emphases on offensive attack. These two attributes need to be balanced so that the game can flow in a fun and enticing way. Obviously any one action you make in the overall game will effect the later plot of the battle. It's a real-time game so that goes without saying.

When I mentioned the two different aspects, I was trying to explain why I felt that repairing your base was more important then attacking the enemy base (or in otherwords, why would someone fall back to their base that's under attack when they are already busy attacking the enemy base?) When I said that, I was speaking in terms of instant results. Not what repercussions it will cause somewhere later in the battle. (Meaning, the instant result of failing to repair a structure is the fact that you lose that structure for the rest of the match. The instant result of failing an offensive is that you lose your invested credits and you give the enemy points. Those instant results have different values (Obviously, losing a structure is more of a problem then losing a few hundred credits.)

Now, yes, you would be correct that by attacking an enemy structure you are contributing to your overall team's score. But the score doesn't really matter until the game is in fact over. You can be winning by 5,000 points the entire match, but it wont matter if the enemy team manages to come back in the last 3 min and beat you by 10 points. Therefore, I consider the points you earn as long-term results rather than instant ones.

What you read me saying was strictly based on instant effects of your actions. That's how I structured it. (And, no, I'm not just saying that, you can read so yourself in my earlier reply I made to Pawky.)

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [liquidv2](#) on Thu, 10 Sep 2009 22:48:00 GMT

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Quote:Or, more generally, the game rewards the wrong strategies, perhaps best exemplified by the fact that the tech supporting the art will get ~300 points to the art's 3000+. Maybe less for the tech, if the art isn't being attacked (Say, Islands: Art --> GDI Ref).  
that's why servers have rank points and BRenBot gives out recommendations for players who do a good job repairing; points do not equal skill  
the person repairing the vehicle is the reason that their team is holding the field, but the vehicle is doing all of the damage and getting all of the points from it  
the goal is to win the game, not amass as high of a personal score as possible (unless you're one of those people)

explain a system where a repair person can get more points than they currently do in a way that doesn't mathematically fuck the game sideways

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [CarrierII](#) on Fri, 11 Sep 2009 11:23:03 GMT

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I wasn't trying to school you. There you make two mistakes in reading my posts, one, that you assumed what I was saying should be taken as gospel truth, and that I was trying to educate others. Simply thinking out loud.

You'll be closer to meds than to havocs, by 200 credits, and havocs will generally NOT break a seige in a public server.

The end issue is, "Points <> Skill", I'm simply trying to find a way to get Points = Skill, but, it's not easy.

It's more the fact that the average player still does NOT get how to break a seige, so the arty is overpowered due to ignorance. Yes, it's unfair to punish the arty for other's ignorance, but meh. Life isn't fair.

Also, R3 is correct about not serving anyone in the long run by seiging a building in a marathon. AOW, obviously, is different.

Once again - it's more about the lack of action that can occur. When it's 20vs20, and one team has a seige going, most of the defending team DO NOT try to break it, and so <=5 players vs 10+ seiging players doesn't work, and therefore it gets boring. Simply suggesting things that might fix it.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Fri, 11 Sep 2009 12:06:14 GMT

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The game doesn't need fixing for the player's ignorance. As i said: you can still make objective incentives that don't break the point system, like awarding more credits to the loosing team.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Fri, 11 Sep 2009 23:28:58 GMT

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CarrierII wrote on Fri, 11 September 2009 06:23

You'll be closer to meds than to havocs, by 200 credits, and havocs will generally NOT break a seige in a public server.

..

...

so you're convinced that havoc isn't the unit artilleries have to watch out for the most? that pretty much says it all..

CarrierII wrote on Fri, 11 September 2009 06:23

Once again - it's more about the lack of action that can occur. When it's 20vs20, and one team has a seige going, most of the defending team DO NOT try to break it, and so <=5 players vs 10+ seiging players doesn't work, and therefore it gets boring. Simply suggesting things that might fix it.

nukes continuously exploding at random places...that has to be the very mindset that lead to these retarded powerup boxes which in turn ruined 99% of public servers.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzz](#) on Sat, 12 Sep 2009 19:02:39 GMT

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Toggle SpoilerToday I encountered the most hostile "anti-pointwhoring" experience in my entire 3 years of playing Ren.

n00bstories btw. Islands. 45 mins on the clock. All buildings intact when I joined. But Nod had field

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with arts pounding Ref/WF. I teched them for a while. Seeing that a good siege was already going on and that it was adequately teched, I got a light tank to take some slack for the arts who were getting hammered by Meds and Mammoths. So I fight for almost 10 mins in my light tank but a Med rush kills my tank as well as many arts.

So I get a art. By the time I get back to siege, GDI ref is destroyed. WF is sieged and destroyed. Arts move up behind WF and hold for a while. I stayed behind the rock and shot at Barr. All of a sudden 2 previously hidden Mammoth's come out and take out the arts (I am the only art left there). The Mammoth's retreat back behind Barr.

At this point, Nod has points advantage. Rush after rush of Nod vehicles get slaughtered by GDI; the 2 Mammoth's and GDI players had got Havocs, Mobius, and PICs. With no siege to hit Barr, GDI takes points lead.

With the clock ticking down I decide to siege Barr no matter what to get back pointslead for Nod. I rise up the score list. The first person in the whole game at that point with the most points (he was also in Nod) had about 6000+ points. When I overtook him in the points, he threw the most reckless bitchfit I never before seen in Renegade. So greedy was this guy that he starts talking shit about me. He says I am a pointwhore blah blah.

At this point in the game, I am being hit with Havocs and had to pull back so many times behind the rock to repair. Probably no less than 30 times the whole game, I had to retreat back.

Then it becomes serious. He gets a stank and waits behind my Art as I hit Barr.

Now when I retreated for repairs and got out, this dude opens fire with his stank on my art! I get back in. I instantly knew what it was about. When I got out to repair, he opens fire again. In n00bstories, you cannot lock your vehicles. Binding is automatic. I know in other servers you can lock and this prevents idiots from getting in or destroying your vehicle. So I try to get away from him and to the island closest to Nod base, but I got spotted by a havoc and thanks to the friendly damage from the idiot's stank, my arty gets destroyed.

He !noobs me with the comment "useless point whoring". He then rushes Barr with his stank to get back the points lead from me! I wonder who the fuck is the pointswore here.

I get a new arty and go back to siege. This time, he rams his stank behind my arty so when I took ramjet fire, I was unable to retreat back behind the rock quickly. I was like "who is blocking me"...and I see this idiot with his stank. He wanted my arty to die. Anyway, I managed to escape behind the rock.

Absolutely ridiculous behavior.

When there were 3 mins left on the clock with no signs of GDI base destruction, GDI had 48,838. And Nod had 53,088 points. Take away all my 10,775 points from my "pointsworing" and GDI would have probably won on points if the game ended right then. It just shows why WW made it so there are 3 ways to win the game (base, points, ped) as insurance if 1 or 2 options fails.

Literally a last minute Nod nuke/ vehicle rush combo kills the barr. I don't know if it was the nuke

or all our combined vehicles that gave us base destruction.

AFAIK, I helped the team with my art, hit the Barr, shot at the infantry, and attacked the 2 Mammoth's when they revealed themselves just to have them retreating behind Barr for repairs.

Pretty much the moral of the story is this; don't just assume that a person is "pointshwhoring" and only gives a damn about his place in the ladder/points if you see him in a arty/mlrs. You don't know that! This mind reading SOB that tried to mess me up did not know my true intentions. So instead of complaining and being so greedy, either tech the arts, grab one yourself or else just STFU.

ps: all this in a smurf nick btw...so much for ladder points! woo hoo!

---

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Sniper\\_De7](#) on Sun, 13 Sep 2009 02:11:11 GMT

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hi

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [RadioactiveHell](#) on Sun, 13 Sep 2009 02:22:17 GMT

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Sniper\_De7 wrote on Sat, 12 September 2009 21:11hi

Holy shit, its De7!

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [liquidv2](#) on Sun, 13 Sep 2009 02:41:50 GMT

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pawkyfox wrote on Sat, 12 September 2009 14:02Toggle SpoilerToday I encountered the most hostile "anti-pointwhoring" experience in my entire 3 years of playing Ren.

n00bstories btw. Islands. 45 mins on the clock. All buildings intact when I joined. But Nod had field with arts pounding Ref/WF. I teched them for a while. Seeing that a good siege was already going on and that it was adequately teched, I got a light tank to take some slack for the arts who were getting hammered by Meds and Mammoths. So I fight for almost 10 mins in my light tank but a Med rush kills my tank as well as many arts.

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what does this have to do with GDI or Nod rifles?

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [JohnDoe](#) on Sun, 13 Sep 2009 12:12:09 GMT

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Sniper\_De7 wrote on Sat, 12 September 2009 21:11hi

eric faggot

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Starbuzzz](#) on Sun, 13 Sep 2009 17:06:50 GMT

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liquidv2 wrote on Sat, 12 September 2009 21:41what does this have to do with GDI or Nod rifles?

meh we magically end up talking about arts, pointwhores, and "point and click" so I thought I can slip this in here...

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [ErroR](#) on Sun, 13 Sep 2009 18:36:39 GMT

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rifles? arties? it's not about only arty mrls.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Sniper\\_De7](#) on Sun, 13 Sep 2009 18:36:49 GMT

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JohnDoe wrote on Sun, 13 September 2009 07:12Sniper\_De7 wrote on Sat, 12 September 2009 21:11hi

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eric faggot

u jelosu

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Jerad2142](#) on Tue, 27 Oct 2009 23:27:23 GMT

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Spoony wrote on Wed, 09 September 2009 20:57R315r4z0r wrote on Wed, 09 September 2009 21:46Until you put that final shell into the wall of the wf, you aren't doing anything except giving yourself, and the enemy team, points.

i sometimes wonder if you're aware how ridiculous your own statements sound.

Enemy Team is repairing thus they get points, you are damaging thus you get points, enemy team doesn't really take a loss till the building dies, they just gain money to fight you off with.

EvilWhiteDragon wrote on Thu, 03 September 2009 03:21With pointfix:

The ramjet applies 200\*armourmultiplier. This means that it does say 5 damage. It then gets 0,5 points because it only did 5 damage.

You guys remembering to multiply for head shots, and are you saying that different levels of health no longer apply to point out put? Granted below 50% is automatic, but red health point output would take different math.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Wed, 28 Oct 2009 07:47:02 GMT

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With pointfix, points are perfectly related to damage. As the damage done to green health or to red health is exactly the same, points are as well. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies.

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Jerad2142](#) on Thu, 29 Oct 2009 18:40:02 GMT

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Goztow wrote on Wed, 28 October 2009 01:47With pointfix, points are perfectly related to damage. As the damage done to green health or to red health is exactly the same, points are as well. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies.

Shame, I always thought it'd make sense to get more points as you get closer to making the kill, beings the lucky ass that makes the final shot gets a stockpile of points that out weighs everything else, but as long as you still get points for damage thats better than what some games do. So now, as for the people that do the level editor, do we have to remember to double the point value to get it to give you the points we want it to?

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Goztow](#) on Thu, 29 Oct 2009 19:33:44 GMT

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Jerad Gray wrote on Thu, 29 October 2009 19:40Goztow wrote on Wed, 28 October 2009 01:47With pointsfix, points are perfectly related to damage. As the damage done to green health or to red health is exactly the same, points are as well. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies.

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What do u mean? You mean if you want to recreate points bug? Points bug is way more complicated than just double the damage somewhere. But there will be a "pointsunfix.dll" release together with TT, as explained a long time ago. Donno why this is coming up in here again?

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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [Jerad2142](#) on Fri, 30 Oct 2009 01:02:06 GMT

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Goztow wrote on Thu, 29 October 2009 13:33Jerad Gray wrote on Thu, 29 October 2009 19:40Goztow wrote on Wed, 28 October 2009 01:47blah blah blah. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies. blah blah blah

What do YOU mean? You mean if you want to recreate points bug? Points bug is way more complicated than just double the damage somewhere. But there will be a "pointsunfix.dll" release together with TT, as explained a long time ago. Donno why this is coming up in here again?

I'm asking if I wanna make it so in one of my mods you get 500 points for killing someone, if I will have to change that Level Editor value to 1000.

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Subject: Re: Renegade X - Pre-Release Update!

Posted by [EvilWhiteDragon](#) on Fri, 30 Oct 2009 14:59:38 GMT

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Havoc 89 wrote on Wed, 02 September 2009 21:02If you honestly think that the Arty is better then

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the MRLS by a long shot then I just have to laugh at you. You clearly dont know how to use an MRLS.

At close range where you can get behind the mrls I can understand, but honestly I've never managed to get an artillery get behind my MRLS. As per getting behind the MRLS, we have already taking care of that where the alt fire will allow you to unlock your turret, alt fire once (after you unlocked it) will lock in whatever position, and double tap alt fire will position it back to how it was in ren with the initial locked position. MRLS missiles are easier to lock on but still require a little bit of skill. All the damage values are still the same (Other then the Nod AR) so actually the MRLS and artillery balance out very nicely. So that leaves an imbalance in the soldier battles, which is easily fixed by making the damage the same. So your explanation on how the GDI soldier some how balances out the Arty no longer applies because the MRLS is already balanced out with the Arty.

Now with that being said, I am well aware that GDI is more powerful but slow, and Nod is Faster but weaker, but when it comes to infantry, the only difference is that Gunner can deal more punch in a shorter amount of time, but Nod in return has the Laser ChainGunner which is far more superior to Patch. The whole thing with GDI being stronger and slower, and Nod being faster but weaker only really applies to the vehicles.

BOOOORRRRRRRRRRIIIIIIIIIINNNNNNNNNGGGGGGG!!!!

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