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Subject: A request

Posted by [liberator](#) on Wed, 14 Apr 2004 02:30:30 GMT

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Is it possible to put a limit on the number of characters types a team can have? Similar to the way vehicles are limited to 8.

The classes I have in mind are the sniper classes. I have of late been participating in large matches 20+ to a side, and have noticed that a large portion of the opposing team are playing as snipers. What bugs me is that there are some truly awesome snipers out there that are nigh-unkillable without a Light, Medium, or Mammoth Tank. This isn't targeted at them as they usually limit themselves to the odd good hiding place and take the difficult shots. It is targeted at the asswipes who camp in easy sight of everybody and dare people to let themselves be seen outside of a vehicle.

I suggest that the sniper classes be limited to no more than four of each. I mean, really, it takes all the fun out of the game if one team is reduced to basic infantry and/or no vehicles and then 10 or 12 snipers show up.

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Subject: A request

Posted by [xptek\\_disabled](#) on Wed, 14 Apr 2004 02:34:18 GMT

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I don't think this would be related to Renguard. This sounds more like the job for a server side mod.

EDIT: MY POST COUNT BE TEH DEVIL!

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Subject: A request

Posted by [liberator](#) on Wed, 14 Apr 2004 02:52:10 GMT

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Should I make a new thread or can a mod move it?

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Subject: A request

Posted by [gibberish](#) on Wed, 14 Apr 2004 03:37:26 GMT

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I would let a mod move it, otherwise you will just end up with two threads.

With respect to the question itself, I don't think its a problem with snipers I think its more a problem with one team not finishing of the other one in a timely fashion.

For example assume GDI has lost its Bar and WF and Nod still has all their buildings.

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Realistically if Nod is reasonably competent they should just finish off GDI's remaining tanks and high level characters then flame rush GDI.

Hence it would be fairly simple to create a server side mod that destroys all of the teams buildings if they lose both the WF and the Bar.

Personally I think this would be a good idea because the game isn't much fun when your team doesn't have anything and the other side has everything.

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Subject: A request

Posted by [liberator](#) on Wed, 14 Apr 2004 05:34:47 GMT

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Well, it's still possible to win if you've lost Adv. Inf and Vehicles, as your scenario is only valid if the opposing team got really lucky.

I was talking about how one team or the other gets locked in their base because the other team has filled the infantry passageways with 3 uber snipers and 3 more decent ones, while their teammates slam anything that sticks its head out with a vehicle.

I realize this sounds a lot like bitching by a lousy player, and admittedly it is a little, but will also have the benefit of making games longer and not scaring new players away.

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Subject: A request

Posted by [Scopehunt](#) on Wed, 14 Apr 2004 18:12:59 GMT

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This post is bullshit, how do you think those Awesome snipers out there got good? They practised, so if you limited it to take away the n00bs, how would they get good? Whether they take easy sight shots or not, they like sniping, let them do it. Vehicles are limited because the bases would be destroyed too fast and probably because most computers can't handle that amount.

gibberish you say that it is not fun when one team has everything and the other doesn't, it doesn't matter if they do or not, everyone starts off fair and square, if you lose a building and they don't, it's your team's own fault for not defending. I mean, that IS the aim of the game! :twisted: so there's a bullshit reply also....

[Sorry for language]

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Subject: A request

Posted by [liberator](#) on Wed, 14 Apr 2004 20:50:07 GMT

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I didn't say take them away, I said limit them.

It makes it harder for both teams.

I for instance suck at sniping and don't ever live long enough to get good, I have to get a tank to live longer than a few minutes.

Limiting the snipers let's the noobs get good, because they don't have the Hand of God snipers killing them every 5 goddamn seconds.

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Subject: A request

Posted by [gibberish](#) on Wed, 14 Apr 2004 22:24:15 GMT

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Scopehunteeveryone starts off fair and square, if you lose a building and they don't, it's your teams own fault for not defending.

Totally Agree.

Scopehuntit doesn't matter if they do or not

It does matter,

Renegade is game, I don't play it professionally (for money) I play it for fun. If I am not having fun there is no point in me playing it.

All I am saying is that if one side loses both their production buildings and the other side still has everything the outcome is pretty much decided.

Simple acknowledge the winning side has won and move onto the next game. What purpose does it serve to keep playing?

NOTE: I realise that it is technically possible for the losing side to come back to win, but it's rare.

PS: I also find games where both sides lose everything except the power and base defenses really irritating, call it a draw and move on.

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