Subject: Re: Opinion piece of sorts - "1v1 doesn't prove skill"
Posted by Spoony on Thu, 27 Sep 2007 11:38:37 GMT
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w0dka wrote on Wed, 26 September 2007 16:341on1? Renegade isn't balanced for this stuff.
Some Maps are impossible to win with base destruction.
A win on points is a win. Westwood specifically designed the game as such.

w0dka wrote on Wed, 26 September 2007 16:34And because you can't watch a whole base alone
AND attack it's pretty much luck.
No, it's using quick thinking to know when to attack and when to defend.

w0dka wrote on Wed, 26 September 2007 16:34Forexample a beacon is practicaly doom for the
defender on maps like islands or compley/canyon. Check all buildings + killing the
beacondefender AND disarm it is pretty much impossible.
That's why they cost 1000.

w0dka wrote on Wed, 26 September 2007 16:34the winner of a 1on1 is pretty much random
In that case, I'd love to know why certain players consistently win them...

w0dka wrote on Wed, 26 September 2007 16:34Some people own with infantry yes. But in a
standart game i don't run into them with infantry If there is a good sniper on the enemy team i
usually tend to show him the flaws of sniperrifles with my tank.
Firstly someone who gets a sniper in a 1v1 is an idiot unless the enemy's lost the WF/strip,
secondly on most maps you definitely need good infantry skills to secure an early advantage.

w0dka wrote on Wed, 26 September 2007 16:34Also in Renegade it's nearly imposible to create a
fair 1on1 situation, it's all about distance cover
You mean who's skilled and savvy enough to use cover to their advantage, and quick-witted
enough to get there in good time?

w0dka wrote on Wed, 26 September 2007 16:34char
You mean who's got the brains to know what infantry to use and the skill to use it effectively?

w0dka wrote on Wed, 26 September 2007 16:34vehicle
see above, but replace "infantry" with "vehicle"

w0dka wrote on Wed, 26 September 2007 16:34who-sees-who-first.
...what are you looking for if not your only opponent?