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Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Mon, 08 Sep 2008 19:41:54 GMT

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s0meSkunk wrote on Mon, 08 September 2008 11:50Spoony wrote on Mon, 08 September 2008 07:39

it's like evolution vs creationism all over again, it really is.

Hence why it's just politics, all your other condescending remarks aside.

when I compared it to evolution vs creationism, I was talking about the fact one side uses logically-formulated theories backed up by evidence, and the other side just rants and bullies and ignores anything that proves them wrong.

s0meSkunk wrote on Mon, 08 September 2008 11:50I said snipe only. As in, snipers are the only unit allowed in play.

k, so? these servers are modifying the game in a massive way by disallowing 95% of the game's units and 100% of the game's strategy. why are you complaining about what goes on in there? it isn't even Renegade.

s0meSkunk wrote on Mon, 08 September 2008 11:50I usually sniped in the tunnel anyway, but sometimes I want to loop my enemy, and sometimes if I'm being a beast and managed to fight my way into their base...I'd like to hide in their base and snipe people when they're unaware and leaving their base.

But those things are all against the new snipe only rules.  
they're allowed in RENEGADE servers.

s0meSkunk wrote on Mon, 08 September 2008 11:50It also seems like all the CTF servers are gone, except for ones with crazy modifications and stupid stuff.  
lol... CTF is, by definition, a 'crazy modification'.

s0meSkunk wrote on Mon, 08 September 2008 11:50Inf only servers all seem to have base kill now.

All of Renegade has changed.

no, Renegade hasn't. AOW (which is what Renegade actually is, where all the units and strategies are allowed - barring a few obvious bugs like ob walk and b2b, obviously) has not changed.

s0meSkunk wrote on Mon, 08 September 2008 11:50But if you didn't get the idea from reading my last post, possibly because of things like "people just say this stuff to feel better when they're wrong" I'm actually seeing your side of the points fix.

I think it means less depth and what not...but I see how it makes sense, and let's you use stanks without worry since the enemy will only get 90 points when they kill them, so who cares what happens?

uh yes, you do have to "worry" about them because stanks are expensive and flimsy, and if you're all stanks and you get taken out, GDI'll have the field.

all of this is balanced. what is NOT balanced is the ridiculous amount of points havocs and GDI soldiers and APCs and orcas can strip off those stanks for ABSOLUTELY NO REASON.

s0meSkunk wrote on Mon, 08 September 2008 11:50I know you said it's going to be optional and what not, but if it's forced for the ladder, then I don't see how it's optional at all. which ladder? the ladder TT revived, the ladder that wouldn't exist without TT?

here's a question: if you want a ladder where the top players can be guys who spend all game shooting stuff they don't damage... why don't you make one?

the key word in that question is "you".

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