
Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Mon, 16 Nov 2009 12:20:46 GMT

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Goztow wrote on Mon, 16 November 2009 08:42: In renegade, the MRL is generally used as a support vehicle, and to gain time until one can go up one tier to mediums. GDI is all about armour.

Nod generally lacks armour on all its vehicles. Therefore it has more firepower in its lower tier. The main objective, which works out just like it should with pointfix (oh no, here we go again), for Nod is to harass GDI until they're out of money and then bring in the dead streak, usually being flamers or stanks. The main objective for GDI is to secure their economy and then bring in the dead streak, usually meds / ions.

In renegade, the difference between soldiers and mrl / art isn't just a matter of balance between those units, it's a matter of balance between different gaming styles. By "balancing" the mrl and art out to each other, you kind of break the Renegade fight for economy. The mistake you make in your reasoning is that mediums and lights/stanks/flamers balance each other out. They never do. In a fight between medium tanks and lights/stanks/flamers on standard maps, medium tanks will always win. Always. It's just a matter of keeping the playing field closed. And the more players there are in the game, the more this will be true.

But then again, as long as you don't implement pointfix in Renegade-X, the complete economy will be broken anyway because one can gain 100's of credits by shooting a vehicle without damaging it.

I'm not trying to convince you to change Renegade-X. I understood you want it to be different than Renegade and I personally see this as a positive thing. I'm just trying to explain to you how I experience the impact of your changes.

The irony is that they claim to implement the pointbug (because 'everyone' wants it) and in the meanwhile they do the easy thing, implement renepoints with pointfix....