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Subject: Re: RSF Raptor

Posted by [Goztow](#) on Fri, 28 May 2010 19:28:09 GMT

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DeathLink, by adding these "features" you make the game easier for the defending side, which IMO is a bad thing. Easier defense = longer games and more camping = less interesting games. In smaller games you rapidly need to make choices between attacking and defending. Putting all on med tanks leaves you open for that single stank or techie sneaking in. But if you have more info on your hud, then those stank / tech has less chance succeeding. So in the end the rather limited amount of strategies in this game will be even more limited because the chance of success for some of them will be reduced.

If the server could configure which options are shown, this would be different. Take it like COD and BF's softcore vs hardcore. Letting the server owner decide and letting all be on an equal level of info would be fair.

Also R3xxxxxxx : you simply ignored my argument about radar hack, so it seems. Nice one there!

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