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Subject: Re: RSF Raptor

Posted by [DL60](#) on Fri, 28 May 2010 21:16:34 GMT

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Goztow wrote on Fri, 28 May 2010 14:28DeathLink, 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.

Agreed but only in relation to the minecounter feature. Otherwise no. The BB feature already exists (+ you have EVA message feedback) but it's not very useful that way. My intention was to setup especially this BB feature in an appropriate way. You also have think the other way round: It makes it also easier for the attacking side and in my opinion equally. The decision if you go back or not in smaller games is also not affected in my eyes. If not give me an convincing example situation which happens often and not a constructed scenario which happens only once in 10 small games.

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