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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [GEORGE ZIMMER](#) on Wed, 28 Sep 2011 21:39:41 GMT

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JohnDoe wrote on Wed, 28 September 2011 03:42that's why you'd get knocked back instead of brushing it off like in w3d. knockdowns are an incredibly frustrating mechanic that slows down gameplay unless you're talking beat em ups - battlefront 2 was a clusterfuck of a game anyway. doing shit like that for the sake of realism is especially retarded in a sci-fi fps where bad ass characters can take 10 assault rifle bullets to the dome and still be standing. true enough, it could be pretty damn annoying, but it depends on how it's done.

I'd personally love to see infantry go flying when taking a direct hit from an artillery shell, though, still.

Also, what's with your obsession with autism? were you beat up by an autistic kid or something?

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