
Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 18:08:00 GMT

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The ranking system in renegade is not so hot and heres why i think so. The system alomst 100\% supports rambo type players who save up for tech and humvee hoping they take out a building, by the time you can afford this the other team usally has tanks that will crush your rush to the ground making you lose an important \$700 that could have went towards a tank . Why dont you see many engies healing tanks? becuase they get almost NO points for it! one hotwire supporting 3 mammoth tanks can topple an enemy base in no time, add another hotwire to the mix and those tanks are unstoppable!The ranking system is also not very acurate, it just lets you know who plays the game alot. Let me know what you guys think about this becuase if the ranking system would be changed{or just give engies points for healing tanks maybe.....} I think teams would benefit in a game alot more.

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 18:28:00 GMT

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Moat people with high ranking do use team work they usually attack in groups of tanks, but some players are like that

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 20:36:00 GMT

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Engineers should recieve twice the amount of points for field repair on any vehicle with a team member in it. After all, regardless of being a home base repair pad or an infield repair unit, they are infantry fodder, and with such risks they should get the perks of putting their lives on the line to go out there with little or no defense then their wits.Some like to demo rush, other repair. The game does not favor the engy who enjoys repairing units.

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 21:49:00 GMT

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true

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:38:00 GMT

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I agree. You also get a lot more points for blowing a building up than repairing it, even though both are equally important. You also don't get many points for defending the base from enemies, making playing defensively less worth it (you do get points for taking on attackers, but that's nothing compared to taking out buildings), something I think needs to be changed. Also, I think that you should be ranked by where you placed in the game, not by whether your team won or not. You could be the first place person in the game and not get any points because the enemy took out your base first. And that's enough from me, right?

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:46:00 GMT

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Actually when defending the base Ive been able to get top score on my team just repairing, the problem is if we're under that heavy of attack we usually lose My problem is how people leave at the end of the game just so they dont go down in points, it means your taking all the punishment for losing

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:23:00 GMT

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quote:Originally posted by archon370:Actually when defending the base Ive been able to get top score on my team just repairing, the problem is if we're under that heavy of attack we usually lose My problem is how people leave at the end of the game just so they dont go down in points, it means your taking all the punishment for losingYour score is still updated even if you leave the game.. I don't know what they think they're trying to get away with. That's why there are sometimes gaps in the score list at the end, from people that left the game. Unless of course the person that left wasn't in the game long enough.

Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:13:00 GMT

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The point is that repair should be equal to destruction, because base destruction is far too easy.1. A few vehicles can camp a building and block entrances, leaving it next to impossible to repair correctly2. Even when 1 or 2 engineers are in a building it undergoes massive internal splash damage which in a large hit kills everyone inside.3. In a "well played game" base/building destruction is by beacon placement.For these three points, building and vehicle repair should be increased to balance both attacking and defending people, or at the very least be a server side option to make the game more balanced.I don't think you should gain extra money, only that pts should be increased. That would balance this aspect of the game, since in C&C a player can turtle well for long periods of time and can only be defeated by a player or in Renegades case, a team of greater skill level. In my experience, defending teams play just as hard, or harder then attacking teams with little or no cash flow, which naturally should get that team more points when

at a greater disadvantage in the game.Example... your barracks and power plant is destroyed, then for any kill done as a regular free character you now get double the points for your skill in utilizing lower class characters without access to higher technology. It's only logical that handicapped teams become balanced when at an extreme disadvantage to compensate and give them a fighting chance regardless of skill level.This also makes the other team have to enter a building with infantry to clear out the engineer nests, it makes the other team have to work as a team against a weaker foe with weaker equipment. And thus, the balance is maintained if both teams power and barracks is out, and makes the game cool.

Subject: ranking system need an overhaul!
Posted by [Anonymous](#) on Wed, 24 Apr 2002 20:22:00 GMT
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Okay I'm gonna let myself in for some abuse here. 1.The game is about blowing up the enemy's base says so on the loading screen. 2.Yes, you should get more points for repairing stuff this is saving your teammates from death or the building from destruction.3.But, it is not as important as the necessarily heroics of blowing the crap ot out of the enemy4.I have both recieved, written and red a few recomendations for medals and not one of them began 'for outstanding teamwork' they all began with some variety of 'for duty above and beyond...' or 'for courage under fire....' ps If you want to get points don't cry about the system's injustices just KATN [April 24, 2002: Message edited by: hareman][April 24, 2002: Message edited by: hareman]

Subject: ranking system need an overhaul!
Posted by [Anonymous](#) on Thu, 25 Apr 2002 01:31:00 GMT
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Actually I find you get tons of points for building repair. I guess none of you were around for the demo? Where you got about 2 credits for half a minutes worth of repairing on the MCT! *shudders*I do think that repair points should be upped on vehicles. Fully healing a mammoth yields as much as a techy spending 5 seconds on an MCT. I remember spending 10 minutes on the top of the hill in hourglass, keeping 2 tanks alive. I barely noticed my score go up through all of it =(

Subject: ranking system need an overhaul!
Posted by [Anonymous](#) on Thu, 25 Apr 2002 23:58:00 GMT
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Also agree that the scores for repairing vehicles should be a lot higher. Currently, very few people would have the patience the repair someone else's vehicles...
