
Subject: Re: Renegade Oldbie Re-union

Posted by [flyingfox](#) on Tue, 17 Jun 2008 02:11:40 GMT

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ADM wrote on Mon, 16 June 2008 19:27
DrasticDR wrote on Mon, 16 June 2008 06:37
Are you thinking of classic sniper server - shoot harvester to win? Ah.. the memories.

It's all about the classics! The current state of Renegade sniping is bad, with all these modified maps/weapons and crappy rules about refilling, looping, pistol usage etc.

I remember having to charge into a GDI base with defences just to get that last kill to win the game, you never see that dedication anymore.

Exactly the way I feel about all the sniping servers these days. These looping rules are especially lame. Some servers even have maps modified with blockers which block the entrances, thereby denying access to the field in all of the maps (I assume this is what you were referring to). Beyond gay. It's also heavily enforced by many people who seem to think it's their given right in a game not to be attacked from behind, and that 'sniping' should be kept to tunnels; the same people, of course, who wall-hug for their kills most frequently. This was done before, true, but not nearly as much as it happens now. Some servers deny you your pistol. Some give you infinite ammo. Some give you both. all of them deny your timed c4, and you aren't ever allowed to use raveslaw or PIC sydney anymore (ahh, the memories!). Every server is a lame, frustrating repetition of one another. There is none of the sniping satisfaction that could once be had. Wall-hugging lag plays a big part in this, as do the dictatorship-esque rules and modifications which force these alterations on all of the players. I believe the only productive alterations are the ones which deny your ability to buy beacons, non-sniper chars and destroy buildings. Everything else should be fair game in sniping-mode renegade. My observation of what has happened in the history of the game is that these productive alterations were implemented, and at the time, were a major breakthrough in preventing n00bs from messing up sniper matches. I then believe that people began forming popular conventional playing styles that they wished other people would abide by. These were in turn turned into rules, and modifications got made barring pistols, timed c4, field sniping, looping, etc. It's turned into something which only vaguely resembles how sniping used to be. Perhaps unintentionally, I'll give the modders that.

Furthermore, I disagree with other people who say we don't need another sniping server. I'm an old school sniper, not well known, but I have been around the block, and played in the best servers back in the day, since christmas 2002. Crimson's sniper server with 8 players was an absolute classic, and I remember that you'd have to fight for a slot in it. The sniping was fun and satisfying, even when n00bs came into the game and tried to destroy buildings, because you'd have fun killing them. I'd be all for an old-school sniping server. I think we need one.
