Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by Hitman on Tue, 12 Aug 2008 12:30:16 GMT
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Chuck Norris wrote on Tue, 12 August 2008 00:40Nune wrote on Mon, 11 August 2008 12:36Thats utter bullshit, 2v2 cw, ur agt goes down so now you need someone to camp, there best camping vehicle on field vs infantry is the apc, nod will use the loss of base defences to their advantage and thus probably use a sbh nuke, especially if they have already killed weapons factory. If you both move out with no agt a tech will kill a building, if you camp and they are having trouble killing a further building they may ensue the sbh tactic. On field the gdi ref is very easy to kill and thus if this has happened you won't want to waste money on a mobius when you can camp with a much cheaper apc + hotty, also you can use the hotty for mining so you have a better chance of survival.

Without using the outside pt behind barracks a half decent sbh will kill your hotty and with no refill you will only have 2 remotes, if he gets close to you you cannot remote him as now he has hit you down to 150 hp whilst you are running down the narrow area behind barracks where you cannot dodge well, if you do remote you may kill him whilst killing yourself and then it comes down to luck as to whether you get that perfect front of barracks spawn.

+ what about maps like canyon where the gdi harvester is much slower than the nod harvester.

If outside pts are taken eventually someone will make a rule :

'No sbh nukes in certain spots...' - which is just dumb, but only way to balance games in certain situations.

p.s you roll out with a mammouth on field with me having an arty @ my base entrance, lets see how far you get.
All of this is based on 2v2 games? Not to degrade clan wars, but I think Renegade was made with more than that in mind. I look at about 5v5 as the base minimum.

Secondly, all of what you just wrote basically equated to "they were beating me so I should have this exploit to stop it". That's the only thing that's bullcrap here. I think the way the game was intended is pretty balanced, but some of this crap like outside PT access and points errors, though they may be small themselves, alter gameplay too much from what it's supposed to be. Yes, it will alter gameplay, but the gameplay we have as a result of this is NOT the gameplay that is INTENDED, so that's a moot point.

As for the Mammoth versus an Artillery, what does that have to do with anything? I was simply saying if it's two versus one, and you two can't find a way to overcome that one, then you deserve to lose. I was using the Mammoth Tanks as as example, and a teched Mammoth will beat that Artillery, because remember it's 2v1 if the other Nod person is a SBH (why would they be a SBH in a clan war on a map with base defenses, and if defenses are down, then you're losing anyway...).

Oh, and by the way, I also use this at times, but that does not mean I don't want it fixed.

BTW, I don't think saying "omg you are retarded" or acting elitist to everyone who disagrees with your opinion is going to further your argument any (this is to blly, not you Nune).

Back to square one, and this goes for all bugs, not just this one being discussed here, a bug is a bug and should be fixed, regardless of how it's changed the game up until now. Hearing jonwill say what he did gave me faith in what Tiberium Technologies is going for, so I hope that is backed up. How it is SUPPOSED to work is how it was INTENDED to be by Westwood, and I think we should do our best to have it that way. Just because a few of these bugs have gotten some of us liking the exploit and making gameplay changes around them is NOT a reason for keeping them. We'll have to get used to doing without if they are corrected. People will complain. Tough shit for a while, but you'll get over it, and it will be as it was intended, and I dare say better as well (I think the coders who made the game knew what was best).sorry bro but u might get a 5v5 in this dead game once in a million years so stfu already

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