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Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"  
debate

Posted by [liquidv2](#) on Wed, 09 Sep 2009 04:11:39 GMT

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an arty will do full damage to a building but get less points, but the people repairing the building will get full points for repairing it  
how much are you talking about slashing it, hopefully not more than half? if so then you're giving the enemy the points you earned from damaging it right back to them

long-ranged vehicles are able to do more damage from further away, but in order to achieve this they must stay back or they will quickly be destroyed by short-ranged vehicles  
it's like you're saying that kills from a ramjet should be worth less than kills with a mobius gun because it's easier to get more kills with a ramjet; it makes no fucking sense, and it would offset the game if they tried to implement a system that gives points out based on shit that doesn't have to actually happen in the game

you're an idiot; stop trying

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