Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by EvilWhiteDragon on Sat, 19 Dec 2009 17:34:37 GMT
View Forum Message <> Reply to Message

ELiT3FLyR wrote on Sat, 19 December 2009 18:09Quote:I also addressed the part about infantry versus tanks... and thats where ur lack of understanding shines at its brightest. ignore the fact that the pointsystem doesnt make sense for a second, and think of it in terms of gameplay and balence, espeically for clanwars which are usually 4v4 or less.

you already say tanks are much stronger, so does it make any sense that you should get more points for killing infantry than tanks? especially when
a) tanks have more health
b) tanks have unlimited ammo
c) tanks can be repaired anywhere
d) tanks cant be squished
e) tanks are cheaper in most cases

to make up the points for 1 PIC dying, gdi has to kill 2 nod apcs. those are the kind of ratio's that only make sense to either retards, people who really dont understand the game or people who have let themselves be brain washed by spoonys essays. you want to play a game where infantry is useless? go play battlefield or something.

but hey i dont even know how i got dragged into this shit again, nothing is going to change no matter how many people want it to because spoony has managed to convince himself that the reason clanwars was successful last month was because of pointfix, rather than the fact that actually people just wanted to play competitive again.
You might've had a point when you would be complaining about the money they cots (aka an APC should cost more) but now you're again just using bullshit arguments again.
Btw, you know that you actually get bugged points from a PIC as well? When you damage armour, I mean. When you're shooting into the health the points are fixed.
Basically, if you would just shoot alot at a PIC that is being repaired without killing it, you'll get just as much points for a vehicle as for a PIC. You just shouldn't kill it, nor damage it's health.