

---

Subject: Re: Some balance things I've been thinking about  
Posted by [XD\\_ERROR\\_XD](#) on Fri, 14 Apr 2017 13:25:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

XD\_ERROR\_XD wrote on Fri, 14 April 2017 04:25pointsmod only affected certain warheads, this excludes vehicle shells from getting disproportionate points and credits. Automatic rifles, chainguns, flechettes, sniper rifles and other infantry weapons were affected. It's absolutely crazy that a ramjet can earn 22.5 credits per shot on a Stank which has armour remaining because the game thought it dealt 200 damage instead of 5.

You're suggesting that pointsmod fixes economy, and while it definitely did help speed up the game's economy, it does force you to deal shit damage against armoured vehicles to earn any kind of credits, which negatively affects the gameplay. After all, you're just shooting a medium tank with an autorifle, instead of doing other things.

The need for an economy fix was what made points"bug" useful in Marathon games where both teams had no ref and were pretty much broke. But there's more ways to fix a single problem. per example, you can either make building destruction less harsh, or you can make killing free infantry more rewarding, so instead of 3 credits/points you would get 10 credits/points per kill. Yes, it's not much, but if you have nothing else to shoot...

Lowering mines to 2 is not always a chore, like when the PT is next to the door you want to mine. But what if you want to mine base entrances? You'd easily spend 5 minutes putting 30 mines on the Walls base entrance.

You can't disarm disarm mines on the door by using Third Person mode. But, you can using First Person mode and crouching! Try it at your own building, it works wonders. No time to disarm, or too lazy? Use my trick instead! You may lose half your health or more but it'll get the job done in less than 10 seconds.

Okay, so you're saying that it's okay to disable pointsfix as long as the weapon most abused will remain fixed? That may help mitigate the issue, but that issue is still there. You're using a bug, to solve an economy problem. But wouldn't you be more likely to use this bug when you're low on money, so you can't afford a ramjet rifle? By far, most of the time you use an autorifle instead to earn money for let's say, a tank. So you make the game think you'll deal 7 damage per shot on a Light tank worth 600, which means 700 damage worth every 10 seconds + 2 seconds reload which brings us to:  
 $(700/600) \times (60/2) = 35$  credits per 12 seconds, or 175 credits per minute maximum, if you're on GDI. That's the equivalent of killing 7 Sakura's every 4 minutes... How is this not abuse? Because both teams do it? You'd never buy a tank simply because it earns the enemy a shit ton of money. And THAT is what makes pointsfix important to keep the gameplay intact.

Just make another change... like making free characters worth more to kill, or make every kill worth more, or making the punishment of building destruction less harsh.

C4 above doors can be disarmed. That's because they stick out. You know, the walls aren't thick enough to completely cover the proxies. So you press F to switch to first person mode, which

makes the camera positioned lower, combine this with crouching and the camera is low enough that you can look up, towards the proxies. And now you can disarm them safely.

And i'm not discussing SBH. Too much of a gray area, we could go on with that for days. They're a tad broken but that's just a design flaw inherent to the character. And there are maps where you do mine base entrances, walls and uphill are good examples for this. You use the same amount of mines, and now they can't enter the base at all --> no nukes at building exteriors. The mines require a bit more maintenance, but that's worth the trade-off.

---