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Subject: Re: Public announcement: Points Bug Fix  
Posted by [Spoony](#) on Mon, 24 Sep 2007 14:24:13 GMT  
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In a nutshell, you get the points for the damage you're doing, not what you're using to do the damage. Significantly, buildings are worth more than tanks and infantry are, which rewards offensive play and successful offensives.

For example, on Field you it's now much more worthwhile to move further up and hit buildings, rather than simply sitting at your base entrance and hitting enemy tanks. Moving up is riskier, therefore more skill is involved. It works out nicely.

SoQReaL wrote on Mon, 24 September 2007 06:37 basically you made GDI unstobable if you know how to drive a med..

because the points fix is all about owning the other tanks and hitting the buildings.

And GDI Med if you can drive you can rape many tanks..  
Itanks get raped by meds..so do artys + stanks do..

But for public servs youve made it more balanced.

only map where nod is better now is Field.  
and under, and wallsfly. The other maps are fair anyway... those three weren't, and now they are.

as for meds owning all, if anything the pointsfix addresses it, rather than making it worse. Look at Field... GDI didn't even need to leave their half of the map to win it before. Now they do.

Quote:Also, Enforcing teams with only a barracks by getting more pics/ravs then havocs as point whoring with ramjets wont work anymore in points?  
Havocs are still powerful against light vehicles, and they still get respectable points for doing so. They get less than they did, however (the points they did get was frankly ridiculous) and they get diddly squat against heavy armour, which is absolutely logical and definitely improves gameplay.

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