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Subject: Re: Public announcement: Points Bug Fix  
Posted by [Caveman](#) on Mon, 24 Sep 2007 14:53:04 GMT  
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I took the advantage of this point bug on mesa when I was Nod. Since the GDI harvy doesn't stay very long like the Nod harvy, I would purposely buy a shotty throw my C4 just shoot at it to gain points so I could get a early tech/arty to defend against any early APC rushes. I don't see this fix as a good thing or a bad thing. Im mainly in a tank and I don't notice the points going up, I just kill the easist target.

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