
Subject: Re: Public announcement: Points Bug Fix
Posted by [w0dka](#) on Thu, 27 Sep 2007 09:23:48 GMT
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good bugfix.

nearly every guy buying a 1000cred soldier buys a noobjt just because he can run havoc on inf/ligthveh andeven without damage can get loads of points from thick armor. Hate those guys. whole day runing around and hit everything crosshair turns red without tactic and thinking (yes there are some good havoc/sakuras) AND helping their team with points while a good player who wants to kill base/work with veh get n00bed for teamhampering cause he give them loads of points.

Reff is now a really worth. Without it you get a good disadvantage like loosing the other buildings. and if you loose your reff early and your base get filled up with tanks those machingunsoldiers never help you. it takes to long to get good anti tank inv without damaging those tanks. A flamethrower needs more skill to do damage yes, but is much more worth.
