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Subject: Re: turning points fix on and off

Posted by [Spoony](#) on Wed, 02 Jul 2008 20:37:49 GMT

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Caveman wrotel didn't like the pointfix when it was first released. I 'abused' this bug with a shotty against the harvy at the start of the map to gain them few extra credits so I could get an arty quickly and then dominate the field. However, i've been playing on a server that has had the pointfix for like 4months now and I have got use to it. Instead of a shotty I use a grenny, throw my C4 and then fire as many shots I can before I get killed.

The second course of action, i.e. actually attacking the harvester with something which poses a credible threat to it, is not only strategically MUCH wiser than the shotgunner option - since it is far more likely that your team will destroy it, which starves the enemy of credits as well as boosting yours - but it also gets you far more points than you seem to think. You get 100 for entirely killing a harvester when the pointsfix is on. I'm not sure exactly what you'd get by unloading a shotgun onto it, but I don't think it would be THAT much more. Considering the far higher strategic value of actually making the effort to destroy it with a grenadier, it is barely questionable that it is wiser to get the grenadier.

Even if you get the arty quicker with the shotgunner, your enemy will get their tanks quicker because you let the harvester survive, when you could've killed it by getting a grenadier instead. So, the advantage of getting your arty quicker is basically an illusion.

So, like so many others, the points bug taught you a bad habit and the pointsfix cured you of it.

Chuck Norris wrote on Wed, 02 July 2008 15:14Ghostshaw wrote on Tue, 01 July 2008 16:41Its only one fix. So when the points fix is mentioned, that DOESN'T include the armor MOD most servers that use the points fix also use? I thought they were part of the same MOD due to that reason. I LIKE the points fix, but HATE the armor MOD. There's a reason Havoc and Sakura cost 1000 versus 450 (less than half) of an Arty or MRLS, and the armor MOD breaks that balance with the "you should only use tanks" mentality. Sniping tanks and getting major points for no damage is bad, but having the damage snipers does against lightly armored vehicles is intended and is how it should be.

I agree that armour does not need to be changed as long as the pointsfix is there; I agree that orcas, arties etc are balanced in relation to ramjets as long as the pointsfix is there. I am a little puzzled, however, by your statement that "most servers which use the pointsfix also use the armour mod". Could you clarify that? Jelly doesn't (it used to, but the pointsfix replaced it very well), n00bstories doesn't, I don't think TK2 or blackintel do? Please do correct me if I'm wrong.

to repeat, I am not at all disputing your statement that the armour mod is an unwise modification, not to mention completely unnecessary if the pointsfix is there.

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