Subject: Re: turning points fix on and off
Posted by Spoony on Thu, 03 Jul 2008 07:39:15 GMT
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Chuck Norris wrote on Thu, 03 July 2008 00:30Whenever I used to play at any servers, they all seemed to have it to where a sniper does half damage to light armored vehicles (ten shots to kill a MRLS/Arty instead of the normal five). Jelly Server was like this last I remember, but I haven't used a sniper against a lightly armored vehicle there in a while, and it's been a while since I played there. If it's not like that these days, then I guess what I said isn't true anymore.
It's true the large jelly server USED to have a modification like that, but firstly that was before the pointsfix came along, and secondly it was removed when the pointsfix DID come along.

In a nutshell, the "armour mod" was a poorly-designed way of achieving something the pointsfix achieves much better.