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Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Mon, 07 Jul 2008 19:55:21 GMT

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NuneGa wrote on Mon, 07 July 2008 17:46 One reason why I would like point fix to remain server side is when

I hear

'Harvester under attack'

In small games I can look at the enemy teams points and can usually tell what is hitting the harvester, for example if points are going up in 1's really really fast, then it is probably an apache / orca.

Different point intervals will indicate different vehicles.

I know that it is ridiculous to get 500 points for killing a stank with a orca but I don't really care (once I got 2000 points because some guy kept teching his buds stank ).

So basically you're saying that it is perfectly normal and fair to get 2000 points of a stank, just because you're firing on it with a orca. If you were firing on it with a med, then you would've gotten WAY less points, is that fair?

About as fair as going ingame with 2 accounts and have one donating the other, so you get twice the starting credits, right Nunega?

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