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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Thu, 04 Sep 2008 06:57:17 GMT

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Which really breaks the great in-game, and meta-game balance that we've been enjoying for years.

For the past few years I can simply not enjoy AOW because of things like the "point fix."

IMO whether it was a bug or not, Westwood left it like this, and it was always like this.

Ramjets are supposed to be a very good weapon.

Ramjet point whores help you win, as long as there's no more than five to seven of them.

The other thing that seems to be going around, is halving the damage that sippers do the light armored vehicles.

This also breaks the established, well balanced, meta-game.

It also makes it much harder for rax only bases to defend themselves.

It doesn't make sense to do these proposed "point fixes"

I remember how pissed off people were when they made it a rule to NOT block harvesters when you're pinned in your base...WTF, of course we want to block the harvester, it's giving away points.

In C&C Tiberian Dawn, do you send your harv out to eat Tiberium when there's 8 Medium Tanks outside the entrance of your base????

NO!

And what's with the harvester giving away no points now?????

It's BS.

Renegade is dying, and it's cause of crap like this.

And yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.

It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.

It's risky because of the way the points have been, and it's NOT risky when you implement the pointfix.

Point fix is a broken idea, if players don't want it, then why would you implement it??

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