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Subject: Re: The Pointsfix, Tildeth's poll, Homey, and the Jelly community

Posted by [Starbuzzz](#) on Fri, 02 Oct 2009 22:14:56 GMT

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I really like the idea of servers counting their worth on the ladder based on how pure they are. Will make more sense in the chaotic types of servers available now.

I played in a popular modded server which counts in the current ladder but it has a crapload of bots. You basically cannot sneak without some fag bot headshooting you. Plus you are allowed to call in 3 refill crates by paradrops anytime. Even when you are standing in front of the enemy building's MCT! Easy building kill...takes no skill whatsoever.

Many elements of "normal" C&C Mode is missing here yet people get the same ladder points for playing there just as they would in a pure server.

Now I think it's a bit unfair considering sneaking is totally ruled out (thanks to aforementioned bots) and refill crates by paradrops are absurd! And yet to play there and get same ladder points seems wrong to me.

I mean a player sneaking in a pure server on Canyon and beaconing the Ref counts more than a player in such modded servers able to sneak in, lay the beacon, and call in paradropped Ramjet bots for reinforcement to cover that beacon!

So this ladder idea based on "strategic" servers is really really quite nice.

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