
Subject: Re: Clanwars.cc

Posted by [liquidv2](#) on Fri, 04 Dec 2009 08:10:57 GMT

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Spoony wrote on Thu, 03 December 2009 17:47karmai wrote on Thu, 03 December 2009 16:47Tbh, we've played over a month with pointfix, lets take another popular vote on it? we played for quite a few years with your ridiculous point modification and i enjoyed last month's league more than any of them.

karmai wrote on Thu, 03 December 2009 16:47It really seems like you can completely dominate the game and only hold a 200 point lead, then lose a game you dominated for 25 minutes because someone gets remotes off.

i think you need to rethink the word "dominated". with the real, original renegade points system (i.e. the one we're using at clanwars), the points are a direct reflection of how much damage you're doing... so if you're 200 points ahead on field that basically means you've killed 2 more harvesters than they did. "dominated", eh?

karmai wrote on Thu, 03 December 2009 16:47Games of field that usually had over a 1000 point lead with pointfix stay around 400-500 points. It's retarded, and completely fucks up the game imo. The only thing it really fixes for the good is the dumb amount of points snipers would get for hitting tanks before, but causes more new problems than it solves, it slows down the pace of the game bigtime.

slows it down? maps like wallsfly and field seem a lot more fast-paced than they were before. mesa2 is now as intense as a rush map.

Quote:and you did say we'd have the harv block rule open to debate, i still see no reason why you shouldnt be able to block your own harvester with a tank
ah, this is on a map you're "dominating", by killing two of their harvesters, so you should be able to block it to "dominate" even more?
domination
