
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Fri, 18 Dec 2009 13:27:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Fri, 18 December 2009 07:02I guess I'll just have to play a clanwar to see if things have changed for the better.

aye, and there's never been a better time to play clanwars. i can say with utmost candour that i enjoyed last month's league more than any other league month ever... (this is going back to nov/dec 2003?) great competition between the top clans, everyone played fairly, no dodging at all, nobody tried pushing, were barely even any AR's, and almost nobody worth mentioning was suspected of cheating. and like i said, every single clan game has gone to the team that deserved it. i've never seen an undeserved win since the new system was put there. i saw plenty of them over the years before that.

Quote:Wouldn't the no harv block rule make it much more difficult to camp in base with ramjets regardless of the pointsfix?

well, the reasoning behind the no-harvblock rule is along the same lines as some of the arguments in favour of the pointsfix - promotion of aggressive play rather than defensive play, which we know was supposed to be the game's general gist anyway.

on maps like field and under, it's not enough anymore for gdi to just take the field early on (usually a given unless they really fuck up the harv fight), kill the harv a few times then fall back and camp for the rest of the game with the harv blocked. previously nod had a bugger of a time just breaking even because they'd have to move all the way up instead of just MRLS at the back hills etc from gdi. now you've actually got to hold the field, and moving further up to hit buildings is much more worthwhile then staying further back to kill the harv every time - as it should be, given the greater risk and the more skill required to stay alive.
