
Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Fri, 25 Dec 2009 12:47:36 GMT
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Spoony wrote on Fri, 25 December 2009 05:51 kill's pretty rusty now and never gets the good spawns anymore.

EvilWhiteDragon wrote on Fri, 25 December 2009 04:29 Chew wrote on Thu, 24 December 2009 23:41 CarrierII wrote on Thu, 24 December 2009 16:37 And everyone knows public players are useless! (And that attitude is why I don't like CW.cc)

^ A sad feeling held by most "public players"...

And exactly for that reason, the opinion of the CW.cc players isn't worth anything, so we don't need them to agree, that's Spoony's job

like i said, don't judge clanwars by a minority of fuckwits. it really has changed... the only people who could really give you that impression are loki and simpee. loki's banned and simpee's on the very edge. anyone who objectively read this thread can see you, george zimmer etc ("public players") run circles around simpee. he may be a good aim, but he's still thick as pigshit, extremely unsportsmanlike, and dishonest on a scale we haven't seen in renegade since jschultz. The cw.cc community can be pretty hostile at times. Like the fact that every new player is suspected to be pgun. thats not just simpee or loki.

ELiT3FLyR wrote on Thu, 24 December 2009 19:10 ha. a tech art is one of the most powerful things in the game. you need 2 meds to kill it. for killing it u get 80 points + a bit more for teching. for killing a single med u get the same amount of points, but wait a second, we need two meds to kill an art. ontop of that, 2 meds costs 1600, or 2300 with techs which you will need to stay alive. so a tech art costs 800 and 2 meds with techs costs 2300. then theres the fact that a tech'd art can easily fall behind the corner and be full in no time and the meds have to take time to repair, so youve gained 23 points for shooting him back for about 5 seconds, whilst taking a shitload of damage urself therefore not able to push any further or shoot buildings. NICE!

why should something just as powerful as 2 meds cost so much less, and worse still give away less points for killing it?

proof of the above is the fact that mesa is no longer played anymore, (go figure) With the other bugfixes enabled, it actually gets easier for GDI: you can now use MLRS + Med instead of 2 meds, which is 350 cheaper and more effective. Its just that you're unable to adapt to any changes at all.

Quote: and field is fucking shit because gdi holds the field for 10 minuites and only has a 600 point lead from killin the harv whilst a tech'd art and a light bashes the shit out of them. You mean Field is actually kind of balanced now and DOESNT get skipped everytime it comes up?

Quote:city fly is also gay and decided by boxes and a single tank fight.City_F was ALWAYS decided by boxes, with a slight advantage for GDI in lategame because Orcas are > Apaches.

I now await your "LOL YOURE A SOQ CHEATER AND ALSO YOU SUCK FAGGOT"-Response.
happy christmas.
