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Subject: Re: BHS Ladder

Posted by [EvilWhiteDragon](#) on Tue, 02 Nov 2010 15:23:19 GMT

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ELiT3FLyR wrote on Tue, 02 November 2010 12:31Quote:It's fairly simple logic that certain server settings skew results and make your points less and less reliant on skill.

yeah just like on pointfix servers where the arty who shot the ref for 5 minutes is completely more deserving to be higher up the scoreboard than the apache shooting and killing tanks and infantry all game.

You don't understand it do you? The pointbug is a bug on which you only get insane amounts of point when the vehicle/inf has green health. As soon as they go in orange health, they give away a lot less points.

Also your example is very wrong. Say that this would be a pointbugged server. GDI was spamming tanks all the time against NOD tanks and the named apache. There was also a GDI APC. The APC would do less damage to tanks than the apache, right? Well if the APC is half clever he'll get more points than the apache.

How?

By only shooting green healthed vehicles. If you play in a point bugged server and are not using a fast fire weapon like APC, apache, buggy or machine gun, you should make sure you're always in the yellow or red with your health. Otherwise you'll get point raped.

Edit:

I just though up an awesome strategy for a pointbugged server. If you got a team of say 6 people, one should get a mammy and bring it down to only health, no armour. 3 people should get an APC. 2 should be available to repair the Mammy if it goes down too much, but it needs to stay in the yellow and as last you'd need an Orca against aerial threats. Trust me, as long as you camp at the entrance of your base, you'll rape them on points. Do however try not to kill any enemy tanks, just keep them in the green health.

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