Subject: Re: Some balance things I've been thinking about
Posted by iRANian on Fri, 14 Apr 2017 21:37:35 GMT

Then why did they decide to balance the game with their points system? with pointsmod the game is completely broken, you can just defend by sitting at base entrance with teched tanks and you'll win on points.

If pp or ref dies the game is over and on marathon servers it's then exrtemely boring as you get no money.

I think the jury is out and its pretty shit way to change the game, even after heavily modifying the game by doing things like increasing credit tick per sec

It's the same thing as 2 credits a tick also being a "bug" because they cast the floating point value to int.

or being able to access purhcase terminal from outside a building