IronWarrior wrote on Mon, 24 September 2007 09:59Well, first I've heard about it and it sounds total shite to be honest.

This sounds like ego boosting, e-penis crap bullshit aswell.

You should get points for shooting anything with whatever weapon or vehicle you are using.
I don't follow you. For me to say you should get points based directly on the damage you're dishing out, rather than - for example - a ramjet or auto rifle getting the same points off a harvester as a flame tank gets off a building - is "total shite" and "ego boosting, e-penis crap bullshit"?

I see it as common sense, a vast improvement in game balance, and a closer game experience to what Westwood intended... each to our own, I suppose.

Caveman wroteI took the advantage of this point bug on mesa when I was Nod. Since the GDI harvy doesn't stay very long like the Nod harvy, I would purposely buy a shotty throw my C4 just shoot at it to gain points so I could get a early tech/arty to defend against any early APC rushes.
tip: in situations like the harv fight, forget how many points you're getting and just focus your attention on killing their harv and saving yours. If you genuinely help in the effort to kill their harvester (which DOESN'T mean throwing one c4 - it means rushing it three times with an engineer), chances are you'll kill theirs and save yours... that's 300 or 600 credit variance, depending on how you look at it mathematically.

The best thing about the points fix is new players aren't suckered into bad habits like the habit you've just described. Shooting heavy armour with weapons that don't damage it, just to get points and money, is a bad habit. You aren't helping your team's situation.