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Subject: Re: in regard to the points fix  
Posted by [Spoony](#) on Wed, 02 Jul 2008 18:35:36 GMT  
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Baker wrote on Wed, 02 July 2008 11:35In part, yes. With points fix it's much harder to get credits. But without you can get shooters and hit enemy tanks etc.  
It makes no sense whatsoever that you should get credits shooting something you do no damage to, nor was it intended to be in the game, and the fact you also get points for it clearly misbalances the game.

As for the case of not having enough money, there are two points to be made here.

Firstly, joining a game halfway through, when half your base might already be dead, is strategically stupid. If you want to do join at that time, by all means do so. But don't complain if you can't buy a tank because your WF's dead, if you can't buy advanced infantry because your barracks is dead, or if you are strapped for money because your refinery is dead.

Secondly, here are some things you can do if you don't have money:

- Get an engineer and heal your teammates. You do get some credits for this, but more importantly, you are very much helping your team.
- GDI soldier, and to a lesser extent Nod soldier. These are deceptively useful against light vehicles and infantry. Sure you'll die quite a lot, but that's a small price to pay for helping your team kill them. This won't help much if the entire attacking enemies are heavy vehicles, in which case it's very likely they'll be shelling your base, in which case you can just fix the building for money.
- Try sneaking, even with an engineer. On most maps this is at least plausible, if not easy; on other maps you can grenade buildings.

All of the above have something in common which the idea of shooting heavy tanks with a soldier does not; they all help your team, and they all make sense.

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