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Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Thu, 04 Sep 2008 21:01:55 GMT

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But the reason that Nod CAN'T put GDI away is because they can buy Mobius's and PICs to kill Nod's tanks. Because of the flawed point system, they get so many points from doing this that they can buy another one when they die. With the fixed point system, the loss of the refinery (and possibly power plant if it's on that map) will make the upgrades less attainable and lets Nod finish the job they started and end the game instead of a 20-minute stalemate with GDI ultimately winning when they were absolutely crushed.

That's not a way to play.

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