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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Thu, 04 Sep 2008 21:23:21 GMT

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But that's why Renegade is awesome.

You always have the chance to come back from one building.

Right now, without the point fix, GDI or Nod will win if it only comes down to their rax and they defend good.

If you change the point system, they'll lose no matter what because they won't get their proper points off of tanks, and won't have any way to get points to win.

It's not a hopeless situation for the opposing team who has their whole base.

It just needs team work from them.

8 Flame tanks with engi's who have Nukes is a good way to take down a final stand rax situation, even in a 25 vs 25 player game.

The problem is, you have to put the team work together.

The team with better team work should win, but if the point fix system is implemented, then there will be no way for a one building team to win the match, no matter how good that teams team work is.

I remember one match in field, where Nod had lost their Hand of Nod, but instead of them being crushed and over...they defended their obelisk with Mobile Arty's, and point whored the elite infantry in the tunnels with their shotgun troops.

Point fix is anti losing team-team work.

Maybe I don't understand all the way, because I stopped playing for a while after the ladder. I've been playing the new games, and it's not the same.

I was rank 1 on the old ladder many times, and there were many a close game I played, some we lost, some we won, but there were so many games we would have simply auto lost if it wasn't for the point system being the way it was.

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