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Subject: Re: Fixing... Points?

Posted by [Goztow](#) on Fri, 05 Sep 2008 06:45:30 GMT

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I don't understand how you fail to see how flawed your logic objectively is. In short it says: you need to loose buildings to have a chance to win. Like on field: you need to let your war factory die so they cannot shoot it anymore and so you can get infantry that gets a shitload of points for doing no damage at all.

Or another way of putting it: the loosing team gets a sort of bonus for loosing its buildings, namely a bigger chance to win on points.

As for the harv cannot be blocked: stop playing on servers that don't allow you to block the harvester. I mean... this has absolutely nothing to do with this whole question. Same goes for damage changes: TT will do no damage changes whatsoever. I don't get where you read this? Or did you just make assumptions without reading anything at all?

With regards to your exemple: 25 players camping in their barracks, all of whom got lots of money because they get tons of points and money from shooting tanks and doing no damage at all -> you cannot kill them at all because of the tank limit. There's a limit of 7 tanks (not 8, mister I'm number 1 player) + the harvester on standard renegade and this limit is kept on most servers. There's no way you're going to kill 25 pic's/mobius'es/engineers/whatever infantry they got that are just waiting around their barracks with 7 flamers. You'll just get raped. The nukes will just give them 300 extra points.

What you would logically do, as their refinery is dead, is try to kill their heavy characters and run them out of money so that you can go nuke or flame or stank rush when they're out of money/heavy characters. But due to the crazy amount of points/money they get every time you rush in with apc's to kill those characters, that's simply not possible.

The only thing left to do is to stop getting vehicles and all take snipers for the rest of the game. So in short: if the enemy looses his war factory, you must stop using your airstrip to avoid loosing. Can you see how flawed that is?

Maybe you should try playing on a point fix server. You're making a lot of presumptions while I have the feeling you haven't thoroughly tested this bug fix. I have been playing on a server that has it for about a year now and I have seen all possible outcomes. But one thing that I didn't notice anymore is people complaining that the enemy team "stole" the win by abusing this bug. If someone looses on points, it's because they didn't do as well as the other team. It's not because they did rush after rush on the enemy and that enemy got a billion points from shooting their tanks with snipers/basic infantry/whatever.

One last thing: how do you justify a player getting more points from shooting a harvester with a rifle soldier and doing no damage to it whatsoever, than a player shooting a harvester with a grenadier and killing it. If score is supposed to be somewhat related to damage / skill, then how exactly how do you justify this?

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