
Subject: Re: Some balance things I've been thinking about
Posted by [XD_ERROR_XD](#) on Fri, 14 Apr 2017 11:25:48 GMT
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pointsmod only affected certain warheads, this excludes vehicle shells from getting disproportionate points and credits. Automatic rifles, chainguns, flechettes, sniper rifles and other infantry weapons were affected. It's absolutely crazy that a ramjet can earn 22.5 credits per shot on a Stank which has armour remaining because the game thought it dealt 200 damage instead of 5.

You're suggesting that pointsmod fixes economy, and while it definitely did help speed up the game's economy, it does force you to deal shit damage against armoured vehicles to earn any kind of credits, which negatively affects the gameplay. After all, you're just shooting a medium tank with an autorifle, instead of doing other things.

The need for an economy fix was what made points"bug" useful in Marathon games where both teams had no ref and were pretty much broke. But there's more ways to fix a single problem. per example, you can either make building destruction less harsh, or you can make killing free infantry more rewarding, so instead of 3 credits/points you would get 10 credits/points per kill. Yes, it's not much, but if you have nothing else to shoot...

Lowering mines to 2 is not always a chore, like when the PT is next to the door you want to mine. But what if you want to mine base entrances? You'd easily spend 5 minutes putting 30 mines on the Walls base entrance.

You can't disarm mines on the door by using Third Person mode. But, you can using First Person mode and crouching! Try it at your own building, it works wonders. No time to disarm, or too lazy? Use my trick instead! You may lose half your health or more but it'll get the job done in less than 10 seconds.
