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Subject: Re: Suggestion for the forums

Posted by [i0ncl0ud9](#) on Thu, 15 Feb 2007 20:37:05 GMT

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Crimson wrote on Thu, 15 February 2007 14:05 We spent a very significant amount of time in the beta test balancing the points system. The current point system awards the aggressor in battle. Reducing points for hitting buildings and increasing points for tanks would just encourage camping. We already tried that. Camping should NOT be encouraged because it makes for a boring game.

The majority of people are not familiar with the points system enough to understand that it is already possible to easily win by camping if you are on gdi on field or nod on under or hourglass...

Yes, and whoring buildings definitely a better idea. If a team is camping, the other team should be able to notice this and not move up... forcing the team camping to come out, which would in turn result in nice tank battles in the field, where skill is truly shown...

Just a thought also, I wish the recruit thing or whatever it was could be fixed to display different ranks, that way people in game may actually listen to others that know what they are talking about...

Once again, the problem doesn't lie with the formula for ladder, its the point structure ingame.

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