CarrierII wrote on Mon, 24 September 2007 21:29Caveman wrote on Mon, 24 September 2007 21:10Spoony wrote on Mon, 24 September 2007 20:11Caveman wrote on Mon, 24 September 2007 12:09This may be true but you do not always get people on a public server willing to get an engi and throw c4 etc...
You will once the points fix is more widespread and they realise that shooting the harvester with their machinegun isn't anywhere near the best thing they could be doing at the time, as opposed to being tricked by the current points system bug into thinking they're doing something useful.

Ok, can you honestly say that you believe that will happen? You honestly think once most of the servers get this fix that people will go "Hmm I dont get points for shooting harv with my rifle, I better start team playing instead"?

No, but they might buy something like a rocket launcher, and then fire it at the harv.
Anyone can work out that the aim is to make points, and if they don't make points doing one thing, they'll try another thing to make points.

Yes but generally you don't have enough credits at the start of the game to buy a rocket soldier. As I was trying to say, the only time I really abused the points is at the start when I need them to get a early med/arty/tech. Once the game gets going im generally killing the tanks or hitting buildings.

Edit:

I just wanted to add that I think the point fix works best when its on a ClanWar server. It will stop one clan from getting a havoc and gaining points to win. But its a different story in public servers when everyone isn't willing to team play.