
Subject: Re: Public announcement: Points Bug Fix
Posted by [Silent_Paws](#) on Mon, 24 Sep 2007 23:45:22 GMT
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I have read this entire thread and then resigned up because my account has long since expired through time.

One point I have not noticed being discussed is the situation that skimming points off of machine gun type weapons and making it based on actual damage will make the refinery extremely valuable.

Think about it.

The main way you get cash from NO INCOME, is getting a minigunner and shooting heavy vehicles. With this gone the game would be an entirely money based war. Take out the ref first then camp with apc's which the enemy team now gets a total of 100? credits at 2 credits a point. On a no defense map after the ref dies, it's basically playtime for the team with a refinery. (I am aware these are incorrect and not exact values)

If this does get forced into the ladder, It should probably only apply to the sniper scales to make them do what snipers are meant to do. Kill infantry.
