
Subject: Re: Public announcement: Points Bug Fix
Posted by [Spoony](#) on Tue, 25 Sep 2007 07:23:14 GMT
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Caveman wrote on Mon, 24 September 2007 15:10Ok, 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"?
If they are even remotely observant to what's going on in regard to the scores, yes.

Silent_Paws wrote 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)

There's nothing bad about the scenario you're describing. You SHOULD NOT get points or money for attacking something you don't damage. Aside from anything else, you get more money for fixing buildings (assuming they're under attack by anything with some firepower) than you would shooting most vehicles with a soldier.

If you can't or won't do that, here's a crazy thought: instead of ineffectually shooting the enemy tank that's raping your base with your automatic rifle, try to kill it with a flamethrower, grenadier or engi, or heal your teammates in their efforts to do so. Sure, you probably won't take it out by yourself, but you can help your team's situation rather than standing there like a monkey unloading clip after clip at something you are doing negligible damage to while your base is being bulldozed.

Losing your refinery SHOULD cripple your economy. If it didn't, what the hell would be the point killing the enemy's refinery?
