
Subject: Re: Public announcement: Points Bug Fix
Posted by [GoTWhiskÉY](#) on Tue, 25 Sep 2007 14:30:37 GMT
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the only thing left to fix with the point system now, is getting points for destroying a vehicle after the opponent has jumped out.

In clanwars, its a common thing to jump out of your vehicle right before it gets blown up, to avoid giving the opponents the points they deserve for destroying it. This new point fix depends on those points to make the game more balanced between tank fights and attacking buildings. Maybe thats why westwood left the point flaw in in the first place?
