
Subject: Re: Public announcement: Points Bug Fix
Posted by [JohnDoe](#) on Thu, 27 Sep 2007 09:30:34 GMT
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trooprm02 wrote on Wed, 26 September 2007 16:39Spoony wrote on Wed, 26 September 2007 15:58trooprm02 wrote on Wed, 26 September 2007 14:42My main concern is still just what happens differently on which maps. I'd say hold off for a bit longer
Volcano, Complex, Canyon and Islands are more or less unchanged.
Field, Under and Walls Flying are re-balanced to fairness, rather than GDI being dominant.
City Flying is more strategic in the sense that ramjets, while still deadly anti-air, don't do shit against tanks - therefore tanks are more valid and the paper-scissors-rock aspect Westwood were going for actually makes sense now. Furthermore, you get less money from sniping, which sets the skilled snipers apart from the n00bjetters - the n00bjetters will find themselves unable to replace their ramjet when they die. Also, one failed stank rush doesn't give GDI thousands of points anymore, thank god.

Arguably Mesa is slightly unfair in Nod's favour now, although the jury's still out on that one.
Hourglass - not sure, but let's be honest, it's a pretty poor map anyway, points fix or no

Hourglass goes in nod favour aswell. GDI can't get as many points as nod can (1 nod chem warrior=gdi harvy=dead), gets a quick arty on hill, G?g.

Awesome tactic right there, troop...fuckin idiot.

Mesa definitely doesn't favor Nod in smaller games...we won a 3v3 by about 4000 points although we lost our AGT at the start and only killed their hand with 10 minutes to go.

In those huge public servers Nod seems to have an advantage on most maps because Arts are usually the units that deal the most damage to buildings in games and that's the only way you get points with the fix (which is a good thing). GDI now needs teamwork as well, not lone Havocs pointwhoring.
