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Subject: Re: Public announcement: Points Bug Fix  
Posted by [trooprm02](#) on Thu, 27 Sep 2007 20:36:36 GMT  
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Spoony wrote on Thu, 27 September 2007 06:21: trooprm02 wrote on Wed, 26 September 2007 23:39: 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.

Um, the problem with that is everyone who's interested in helping the team will rush the hill and harvesters at the beginning of the game, since it's practically the only way you CAN help the team on Hourglass before tanks are afforded. What's more, GDI can get an MRLS up there before the first arty does, and while the MRLS may not kill the arty it can at least keep the arty off your PP until meds come into play.

if 2v2 (or more), gdi can get to ob (without backwalking) tho too.

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