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Subject: Re: Fixing... Points?

Posted by [Spoony](#) on Sun, 17 Aug 2008 21:08:27 GMT

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as for the points for killing a stank vs the points for killing a sakura:

with the pointsfix, you get 10% of what the unit cost. thus, 99/100 (rounded down?) for a sakura and 90 for a stank.

this is true for all units except free infantry. the harvester doesn't have a cost, obviously, but is worth 100 to the team that kills it.

I've seen quite a few people say: it's ridiculous that you get more points killing a sakura than a stank. well, if you think that, you MUST BELIEVE that stanks are 'worth' more... in which case, why aren't you asking for stanks to be more expensive or sakuras to be cheaper?

i've asked that about a dozen times, haven't had an answer yet...

msgtpain wrote on Sun, 17 August 2008 08:58 Please explain to me what the "pointsfix" does to balance the ladder.

it makes the game much fairer, it means the game is decided by which team actually did more damage and achieved more, instead of being decided by which team spent more time pointlessly shooting stuff they don't damage (i.e. ramjets vs heavy vehicles, and the like)

it means attacking bases is more significant than just hanging back and killing tanks which come near your own base, which clearly should be the case.

it also means Field and Under are fair now; previously, GDI had a pretty easy time on Field and a pathetically easy time on Under.

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