
Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Thu, 04 Sep 2008 21:00:46 GMT

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sadukar09 wrote on Thu, 04 September 2008 15:08

Please tell me WHY you should win when Nod destroyed ALL your base except Barracks?

You should win because they can't kill your last building.

Plain and simple, you should win if they got you down that far and your team banded together to defend for a long time.

Even more if it's a marathon game, those that last three hours, and you live for over two hours with only a rax.

It's been done in my days.

But I can't stand playing AOW with these point and damage fixes in place.

It's too hard to defend from artillery, and if you're a havoc, and there's no arty to defend from, then you just sit and can't get points, you spent \$1000 for nothing.

Which is why it always made 100% sense to me that Havoc and Sakura were worth their price, why there was two snipers, and why the game is point based to begin with.

The original code makes sense to me, and I feel these people have interpreted it in the wrong way.

You can tell me I don't have enough experience on the subject etc. etc. but I used to be rank 1, and almost all the games I'd play back then were evenly matched, and had good teamwork.

People knew how to push back against 8 Mobile Arty's with tech support back then.

Now a day's if that happens, it's a done deal, game over.

Back in my day, tunnel becons and hill camping were still allowed, and it worked out for everyone.

It balanced field, and gave you an option if you're GDI to lose your WF, and take the tunnel. All was good.

If you pinned in your base, you blocked your harvester, something that's no longer allowed and I can't fathom why.

I mean, I guess I can put together some retard theories.

Like, OK, we're pinned in our base, and now we have to be good enough to get out of this situation, so don't block the harvester cause it's below our standards.

Pathetic reasoning IMO. That's just lowering yourself to a lower kind of person than the person who blocks the harvester until they can push back.
