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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Wed, 10 Sep 2008 02:19:58 GMT

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Yea, I thought it was fair for the ramjet rifle to get the same points a PIC got from a shooting a vehicle (last time I checked they both got the same points in non poits fix) because I thought vehicles have the ability to get SOOO many points, and that's why it made sense for us to be able to get sooo many points off of the vehicles.

It honestly made perfect sense to me, since vehicles were such good point getters, that you could get such good points off of vehicles.

While I did use this ramjet tactic often, I was also a team player.

Get an APC at beginning of the game ASAP and go remote C4 rush a building...and I hated people who would wait to detonate their C4 so they could get the more points, or put down timed C4's to try to get the more points, when we could have totally taken out the building if it wasn't for their bungling.

To me, it's fair to be able to come back and win with points as the alternative because you're trapped in your base and have to defend well for fifteen minutes or more.

To me, that was the reward for being able to defend your base without x building and keep the enemy from killing you.

It always made sense to me.

TBH the new way makes sense too.

I hate how I can understand what people talk about, but they can never understand what I talk about.

This is me.

This is everyone else.

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