Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by EvilWhiteDragon on Fri, 02 Oct 2009 07:13:28 GMT
View Forum Message <> Reply to Message

liquidv2 wrote on Fri, 02 October 2009 00:15Quote:if someone's first instinct upon their base being threatened by a tank is to shoot the tank without damaging it, they're NOT a good player. i would go so far as to call them a dumbass. there is always something HELPFUL you can be doing. always. and a good player will do that instead.
the only argument against this is that in doing no damage to the vehicle you are still increasing your points and credits more quickly than you otherwise could and will probably be able to buy a better unit with which to defend the base or aid your team; with the pointmod in place it is no longer an option, but as long as it's there it will always be used as one

i think gaining one credit per second is too high, but half a credit would actually make a noticeable difference; on the atomix server you gain 3 credits per second and players can still buy infantry and vehicles with the pointmod in place, and i seem to end up having more in there than i do in a server with the original points in place even if i'm tearing shit up

nice summary, it says what needs to be said
Whenever I'm ingame right from game start, I tend to never really run out of money unless I just rushed up to the enemy like 3-4 times and lost all of the rushes. This can be rushes to their base or to their vehicles to break the seige.
Also, gaining creds/points with the pointbug enables you to get more points on Under when your whole (GDI) team is in an APC than when you're using artilleries. Now, that's odd isn't it? An APC (a support unit) can easily get more points (without rushing) than an arty which actually does damage.
We've seen this in Clantraining/Wars with TK2. With pointbug, GDI could easily win Under with APC's. With pointfix the effect was immeadiately noticeable. You couldn't use only APC's anymore, and you really need the GDI workhorse, the Med to get the job done.