
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Fri, 18 Dec 2009 21:19:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

HaTe wrote on Fri, 18 December 2009 14:54

Why is that? The infantry can't do anything but get points, Black hand LCG, Engineer, Technician/Hotwire, Gunner, PIC Sydney/Raveshaw, and some others would like to have a word with you.

HaTe wrote on Fri, 18 December 2009 14:54 what good are light infantry against armored tanks at all?

LIGHT INFANTRY ARE NOT MEANT TO BE USED AGAINST TANKS.

The ONLY reason people use them against tanks is because of pointsbug. With pointsfix, I guarantee there will be more anti-tank infantry on the field rather than some asshole shooting at your full health mammoth getting ridiculous amount of points doing absolutely nothing. OH NO HE CAN'T KILL THE TANK!!1 no shit sherlock, that's why you have the plethora of anti-tank infantry for that.

HaTe wrote on Fri, 18 December 2009 14:54 Some people enjoy not sitting in a tank all game, so the infantry part has to come in play somewhere.

Anti-infantry units are, guess what- I know this might be hard to wrap your head around, but bear with me- USED TO FIGHT INFANTRY, NOT TANKS.. Once more, if you want anti-tank, GET AN ANTI TANK INFANTRY UNIT. If you want both, GET AN LCG/SBH/SOME SEMBLANCE OF SKILL.

HaTe wrote on Fri, 18 December 2009 14:54 Getting points for an infantry unit shooting an armored tank is no need for a whole discussion....

When it causes several members of your team to unfairly get points for doing absolutely nothing worthwhile except getting points and money, yes it is. That's a huge balance issue.

HaTe wrote on Fri, 18 December 2009 14:54 Or say there is a tank limit, and someone does not want to sit and repair a tank all game,

Once again, ANTI TANK INFANTRY. GDI even has a FREE anti tank unit. Oh, it's too hard to use? Stop sucking so hard, then.

HaTe wrote on Fri, 18 December 2009 14:54 getting points is still necessary for the win in many cases. Or if a team only has the bar or hon left, and they need credits, against a team that has tanks...it's only fair that they get them by actually shooting the tanks.

Fair enough, you need points to win. So you should get them by not only losing a vital structure, but also by abusing a game bug (which, time and time again, has been proven to be a bug)? OR, do it the LOGICAL WAY, and fight them off with ANTI TANK UNITS WHICH WERE PUT IN FOR A REASON. I can't believe I have to state the same point so many times, but it seems pretty necessary here since you can't seem to understand that there are infact ways to legitimately get points off of tanks and, hey, ACTUALLY DAMAGE THEM! Boohoo, so you're not getting RIDICULOUS AMOUNTS of points. That's called being better than the other team to win in that situation, then. Oh, you're not better? Then why the HELL should you win?

HaTe wrote on Fri, 18 December 2009 14:54 Sure, maybe the pointsfix is making the gameplay

better, in that teams go for the win by destruction, instead of time limit more, but it also takes some of the fun out of it for many people.

Because fending off another team against the odds using nothing but damn good skill and earning more points by a slim amount is clearly very boring and it happens all the time, compared to sitting there shooting tanks all day knowing you'll win by points.

HaTe wrote on Fri, 18 December 2009 14:54 Seriously, just one post with you explaining something without quoting to get your point across would be nice. You try and make all opposing look like idiots by proving them wrong with quotes in my opinion, and are not helping your cause. It's called "arguing your opponent's points". I've come to respect Spoony for that, and attempt to do the same myself. If you don't like your points being proven wrong, maybe you should reconsider what the fuck you're arguing.
