
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 00:54:18 GMT
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ELiT3FLyR wrote on Fri, 18 December 2009 18:45mr zimmer, uve never even played clanwars before so u dont know how it affects the game.

i said mesa would be ruined by pointfix and it was. i said field would be ruined and it wouldve been if not for the harv block rule that had to be added. the gameplay is slower because theres less money, u might aswell give up if u get a shitty start on city fly, and infantry now has no chance in an infantry vs tank game on rush maps.

but hey, atleast we can all rest easy in the fact that the nod shooter at the front of their base wont get any points he doesnt deserve as i role into his base with a mammy, right!?

Tanks > Infantry... that's how it should be, unless you got cordinated rave/pics and/or volt auto rifles and maybe ramjets for anti arty/mrls... If you don't wanna be stuck with the disadvantage of not having tanks... PROTECT YOU AS/WF.

And no the shooter at the front of Nod's base shouldn't get any points for shooting the mammoth as he is not doing any damage...

You argue these points like they would be good for the antipointfix cause... when really to someone with common sense it just makes you guys look like lazy fuckers who don't wanna played the game how it is supposed to be but still wanna win.