Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by Spoony on Tue, 22 Dec 2009 05:14:58 GMT
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Nune wrote on Mon, 21 December 2009 14:59the cummunity doesn't chose pointsfix, it accepts something that it has no power to change.
uh, what? each community will have the choice between the original renegade points system or your point mod. this is TT's policy, and mine, although plenty of people on the pointbug side have spoken vehemently against it, such as simpee.

Quote:p.s you get more points for splashing a hotty down to half than you get for hitting a med 5 times with a arty, makes sense...
arty shooting a med = about 5 points per shot
taking a hotwire down to half = well, total kill points = 35, 17 of which is damaging her to nearly dead, so about 8/9. let's say 9.

so 9 is more than 25, is it? pay more attention in maths class tbh.

but, you wanna talk about X getting more points than Y not making sense? fine, let's talk about that.

with your point mod, the one you want me to use in clanwars: a gdi soldier unloading all its ammo against a stealth tank (or five soldiers unloading one clip each) gets about 400 points despite doing about 80 damage to it, barely more than a single med tank shell.
400 points, eh?
- more than disarming a nuke
- more than half as much as killing a building
- the same as killing 4 havocs
- about the same as killing 8 light tanks
shall i go on? another example? med shooting a building that's being repaired, and a sakura shooting the med. the overall point gain by the sakura is MORE THAN THE MED IS EARNING.

perhaps you can explain how these "make sense" in the point mod you are advocating. that's a challenge btw, either answer these questions or admit you can't answer them. and if you can't, then don't be too surprised when i don't want to use your point mod in a league that's supposed to be based on fairness and balance.