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Subject: Re: Pointsfix debate - cleared - I plead guilty :(  
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 01:10:05 GMT

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ha. a tech art is one of the most powerful things in the game. you need 2 meds to kill it. for killing it u get 80 points + a bit more for teching. for killing a single med u get the same amount of points, but wait a second, we need two meds to kill an art. ontop of that, 2 meds costs 1600, or 2300 with techs which you will need to stay alive. so a tech art costs 800 and 2 meds with techs costs 2300. then theres the fact that a tech'd art can easily fall behind the corner and be full in no time and the meds have to take time to repair, so youve gained 23 points for shooting him back for about 5 seconds, whilst taking a shitload of damage urself therefore not able to push any further or shoot buildings. NICE!

why should something just as powerful as 2 meds cost so much less, and worse still give away less points for killing it?

proof of the above is the fact that mesa is no longer played anymore, (go figure) and field is fucking shit because gdi holds the field for 10 minutes and only has a 600 point lead from killin the harv whilst a tech'd art and a light bashes the shit out of them. city fly is also gay and decided by boxes and a single tank fight.

my arguement is not the fact that it sucks not being able to shoot the harv with a ramjet, its the fact that u dont get enough points for tank fighting, it makes the game less fun(slower income, less battles) and that it imbalances the game. like it or not me and clear are the best two players actively playing this game, so please stop calling me stupid and telling me i dont know what im talking about. just sit back and watch as spoony answers everything i said by calling me a liar.

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