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Subject: Re: BHS Ladder

Posted by [Starbuzz](#) on Tue, 02 Nov 2010 15:40:43 GMT

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ELiT3FLyR wrote on Tue, 02 November 2010 11:31Quote:It's fairly simple logic that certain server settings skew results and make your points less and less reliant on skill.

yeah just like on pointfix servers where the arty who shot the ref for 5 minutes is completely more deserving to be higher up the scoreboard than the apache shooting and killing tanks and infantry all game.

that was the main reason I really hated pointfix when it came out cos I fly a lot and average a lot of vehicle and infantry kills in a game on flying maps. But I eventually came to the conclusion that no matter what the apache does, he is still playing a support role and is not directly helping on killing an enemy base (unless he is shooting a building). Also let's admit it, getting so many silly bugged points from shooting green-health vehicle is over-compensation for a flyer...not to mention how unfair it is. Don't you think?

This is really commonsense imo and so I never hated those who are in an arty all game cos they are helping to win by base destruction or points. I never hated even those who are chronic arty "whores" cos they are helping your team no matter how you look at it.

an apache flying around all game killing tanks and squishing havocs and sneaking hotwires is a great asset to the team but it is only a support role and in my eyes will never be as equal to an arty that, say, scores a enemy building kill after laying siege to it. A flyer would have be very self-centered and selfish to think he alone is doing a better job than a sieging arty that is actually trying to kill an enemy building. Isn't that the point of the game? To kill the enemy base?

on an unrelated note, I can personally say that the pointfix made me play more harder. If I am Nod on CityFly or WallsFly and in an apache, the GDI ref is usually my favorite building to kill when during the pointsbug days, I would have never bothered to take the risk of flying/sneaking in at the right moment with a apache to kill the building with tech.

The pointsbug fools pilots into thinking they are doing a really good damn job when in fact they are only getting undeserved points from green-health vehicles apart from killing vehicles and infantry. The pointfix strips away that notion. If people were honest with themselves, they would admit their selfishness but they won't.

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