

---

Subject: This is how pts are weighted during games  
Posted by [Anonymous](#) on Sat, 18 May 2002 14:56:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Considering that the points given by attacking the harvester are not proportional to the amount of damage inflicted, I would say that the same might be true for other targets as well. It's probably so that snipers get a different amount of points for hitting a target than, say, a chemwarrior. I haven't checked it but it only seems logical.

---