
Subject: Point system tweaks (help me out on this)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 09:27:00 GMT
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Your point #3 about tanks wasting time is totally flawed. For every tank you have shooting at a building, that's one to two engineers or a Hotwire/Tech that IS NOT able to help their attack because he's gotta defend that building or leave it. One Mammoth can keep 2 or 3 engines occupied, especially if you're spreading your fire to multiple targets. The fact that there are less to attack you means your teammates can theoretically take the advantage. And about snipers: they should be given more points for taking out repairing engineers I think, but the points from being a sniper comes from taking out expensive stuff, just like anyone else. You kill a 1000 cred unit, you get about 93 points, if I remember correctly. That's a fairly decent amount of money for you too. Vehicles, same thing, you get good points for dropping an Arty/MRLS/Hummer/buggy with a sniper. It's all about killing the bigger threats to your base. An engineer repairing a tank is much less of a threat than the actual tank itself, although the tank is much more of a threat with an engy.
