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Subject: Point system tweaks (help me out on this)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 13:35:00 GMT

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Some say its perfect, I disagree, but that doesn't mean anybody is right, or that they are wrong. Im not an expert at this, but I still think some things could be done, and need to be done:1. Snipers - need to get more points for killing infantry, even regular ones, in my opinion snipers don't get enough points for how crucial they can be. If a sniper gets a headshot he should be rewarded even more points.2. Snipers/basic rifle infantry - need to get less points for shooting heavy armored vehicles, they do absolutely no damage, yet you as a rifleman can get tons of points for just sitting there and shooting away at the harvester in early game doing absolutely nothing. Same for snipers, heres the odd thing, shoot a heavy armored vehicle when it has a green health bar, and even though you aren't doing jack you get quite a few points which should be reduced since you aren't doing jack, shoot a heavy armored vehicle with orange or red health (less then 50%) and you barely get any points, that should be how it always is. Why is it like that in the first place?3. Tanks that sit there and attack buildings all day while an engineer repairs it thus doing nothing shouldn't get as much points. Most popular way to be an MVP? Blast a repairing building all day. Thats bs, as you keep attacking a building and failing to gain an edge on destroying it, the points should slowly decrease until they are almost nothing so you are forced to do a different tactic or go after a different building.4. Engys repairing tanks should most definately get more points, as it is now I think for repairing a harvester from near death to full health you get about 20 points/credits. Ridiculous. Thats the same as shooting a tank twice or a couple times with certain classes.5. The first person to start planting proxys should get a bonus on all the mines he plants until the 30 mine limit is reached, im sick of people forgetting the great responsibility of mining entrances which sometimes happens and ends up losing you the game. Also buying that first techy and not a tank or not trying to go out and get points/credits with a character is a big sacrifice for the tedious and mildly awarding to the mining player mining job. Heck as long as you aren't replacing other mines because the 30 limit is reached you should get points for laying the proxys, its an important job. Feel free to disuss and add your own or respond to my recommendations hatefully

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