Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 05 Sep 2008 17:08:12 GMT

Vehicle limit has always been 7 + 1.

Maybe you can explain then why when you shoot tanks that are yellow or red in health, the points are even to the damage? Because there is a bug in the green part maybe? Before you say the bug is in the yellow and red part: why is it that for every building and infantry unit, the green, yellow and red health status all have one thing in common: points = related to damage. Why, oh why?