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Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Mon, 08 Sep 2008 17:39:56 GMT

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So, by your logic, Mammoth tanks should therefore give you twice as much points, correct?

Well that is wrong. I just conducted my own tests and here are my results. I used a ramjet for each team and shot at the following vehicles and recorded their points. (The actual points earned is a decimal, so these points were the approximate numbers I received in game)

Stealth tank = 22 Points

Buggy = 12 Points

Light Tank = 10 Points

Flame Tank = 10 Points

Mammoth tank = 12 Points

Medium tank = 10 Points

Humm-vee = 12 Points.

Now do these results look right to you? I mean, first of all there is the fact that none of these numbers should be in the double digits. But then there is the fact that the points received has no apparent connection to credits spent. You almost get double the amount of points for shooting a stealth tank which is just a few hundred over half the cost of a mammoth tank.

Then there is the humm-vee and the buggy, the humm-vee is more expensive than the buggy and has more armor, and yet it gives the same amount of points off as the buggy.

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