
Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 25 Apr 2012 14:57:52 GMT

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it's not about changing the points; i'm just curious as to why

other tanks (lights, meds, flamers) have less health than a mammoth tank; why do they only give 10 points for being sniped?

here's my theory

in C&C 1 it's apparent that stealth tanks do not have heavy armor like light and med tanks do; they get chewed up by apcs and humvees/buggies, whereas other tanks can generally shrug it off like a case of fleas

since Renegade is an adaptation of C&C 1 it makes sense to me that stealth tanks should have had medium armor all along and not heavy
that means they would take more damage from snipers and bullet weapons like they did in C&C 1
the inflated points gained would make more sense because it would be closer to the bugged point consistency with all other vehicles

sniping a stank with a ramjet would give you 22 points and do 20 damage instead of just 5
apcs shooting stanks would actually do more bullet damage to them, more or less earning the points because their shots are actually doing something
the inflated value would be earned because the damage would be consistent
this, as opposed to an apc shooting a harvester or heavy armored vehicle and getting a pretty consistent points to damage ratio

long story short i think stealth tanks were meant to have medium armor, the class that resides between light (buggies, arties, helis, etc.) and heavy (tanks, apcs, harv, etc.)

woo hoo
