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Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Fri, 27 Apr 2012 20:36:01 GMT

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odd

the pointmod makes true mathematical sense, but if what you say is true then the pointmod is flawed (or would be, in the eyes of Westwood)

fix it Spooky

edit -

i still think that stealth tanks having medium armor instead of heavy would be a good thing then Westwood having them as a higher damage to points value would make more sense since more things tend to damage them (or did at least, in C&C 1) since Renegade is based off of it and all

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