

---

Subject: Re: Regarding Stealth Tanks

Posted by [Major-Payne](#) on Wed, 23 May 2012 20:24:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

liquidv2 wrote on Wed, 23 May 2012 08:27points bug gives 10 points for sniping a green flame, light , or medium tank (costing 800, 600, and 800)

it gives 12 for sniping a mammy (costing 1500)

you're doing comparatively less damage to a mammy since it has so much more health, but still receive more points for doing so than you do with the others mentioned above

you receive 22 for sniping a stank even though it has only 200 less hit points than the light tank

stealth tanks have 400 hit points, not 200

5/400 compared to 5/1200 - ok, sure, makes sense

but then light tanks are 600, so 5/400 compared to 5/600

and the 5/400 gives you more than double the 5/600

why, if you're doing more damage as a whole to the light tank, does it give you less than the mammoth tank does

i don't get what you're trying to explain MUDKIPS

god dammit, should be 400, early morning posts suck

it's simple

Stank =  $5/400 \times 900 = 11.25$

Mammy =  $5/1200 \times 1500 = 6.25$

---