
Subject: How is in-game and ladder scoring tallied
Posted by [Anonymous](#) on Fri, 08 Mar 2002 11:29:00 GMT
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Hi all, I love the ladder system but I would really like to know how the scoring works. For example how much is each building worth, and how much is each inf work. Do you get all the points if you just get the final shot in or do you need to do a lot of damage too? Thanks

Subject: How is in-game and ladder scoring tallied
Posted by [Anonymous](#) on Fri, 08 Mar 2002 13:55:00 GMT
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Based on casual observation the game points are something like:- most points awarded for damaging buildings, a bonus if its completely destroyed.- points awarded for damaging vehicles, possible bonus for destroying it.- enemy harvester has a nice point value attached to it if you damage/destroy it.- infantry are worth the least points. Ladder scores are based, obviously, on whether you win or lose. Beyond that individual scores I'm not sure of since they don't appear to relate directly to your game points beyond the fact that whomever gets the most game points will receive the most ladder points.

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Posted by [Anonymous](#) on Fri, 08 Mar 2002 14:00:00 GMT
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It is also compiled on how long you were in the game. A person playing 5 minutes, even if he has the most points is not going to get the highest ladder points. Happened to me. I joined a game, and nuked two buildings, but I came in at the 15 minute mark, and had the high score, but was ranked third in the ladder.

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Posted by [Anonymous](#) on Fri, 08 Mar 2002 15:03:00 GMT
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I don't think it makes sense at all. I could go engy the first half of the game and get MVP just from that alone, then hop in a stealth tank and drive around the enemy base squishing their infantry like bugs, sneak away, destroy a Mammoth, damage others, take out a couple medium tanks, all without losing the aforementioned Stealth Tank, and then just generally wreak havoc (i was having a good day), get next to top on the scores and go DOWN several places since my team was 500 points behind. Meanwhile, people on the other team who got pathetic scores stay neutral or go up, and only people on my team who got no scores and little time stay neutral. It's not if I'm doing well, it's if I'm lucky, and that luck can carry you up toward the top or drag you down. The only real indication is if someone is unusually high, since those individuals have to do lots of work and are a much more than lucky to get that far. It's so FRUSTRATING to hone my pistol and AR skills to the point of ventilating many unlucky soldiers expecting an easy target, and have my best games yield

no advancement at all.

Subject: How is in-game and ladder scoring tallied
Posted by [Anonymous](#) on Fri, 08 Mar 2002 18:18:00 GMT
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I was MVP in a game where my team lost. My ladder score was 0. *hmmmp*
