
Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 06:37:00 GMT
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For killing all inf and tanks - you get 10 pts per \$100 of the unit you killed, for example:Mammoth = \$1500 - You get 150 Pts for a killOrca = \$900 - You get 90 Pts for a killMendoza = \$1000 - You get 100 Pts for a killFree units = 1 pt for snipe, 2 pts if you kill with some sort of non-sniper weaponIf you do 100 pts worth of damage to a building, you will get 50 Pts for repairing that same damage.Fixing tanks/inf, you get 1 Pts per 100 Armor Pts/heath pts you healHope this is helpful, this is for all you people that make mammoth tanks and get killed, that 150 pts for the opposing team, not good.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 06:41:00 GMT
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Thanks you I've wanted to know that info for quite a while

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 06:41:00 GMT
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Have you tested these? I find it hard to believe that Mendoza gives more points then orca, but why not...

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 06:41:00 GMT
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Kill a building will give 750 Points if there is no repair. The points includes bonus points of about 300. THAT means the closest you can get without destory a build and get max point is around 450 points. Destory enemy gives your team 5000 points that does not belong to any one.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 08:16:00 GMT
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quote:Originally posted by Founder of YASA:Kill a building will give 750 Points if there is no repair. The points includes bonus points of about 300. THAT means the closest you can get without destory a build and get max point is around 450 points. Destory enemy gives your team 5000 points that does not belong to any one.Exactly right, I left that out thanks!

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Thu, 16 May 2002 09:47:00 GMT
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Thanks for the post, gives a better angle on what you should take out first. I hate it when N00bs sit there attacking a non-character, when there are characters that should be taken out first... firing at any vehicle will give your team pts... Taking out artillery before light tank can work for you in 2 ways = since they are potentially more dangerous from long range and they have light armour, so a regular unit can take one out... I've seen too many times: a group of tanks trying to leave their base and being taken out by the enemy, B/C they aren't taking out the enemy in the right order... People need to learn to use the non characters to their advantage = sacrifice yourself for the team...

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 00:11:00 GMT
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50 pts for killing harvester i believe, but not sure of it...

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 00:15:00 GMT
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Hmmm... I know I've gotten upwards 200-300 points for sniping Orcas. I also know that the grenadier grenades give about 10 points with each hit, but C4, which does a LOT more damage, only gives about 15.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 04:51:00 GMT
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quote:Originally posted by Devon:Hmmm... I know I've gotten upwards 200-300 points for sniping Orcas. I also know that the grenadier grenades give about 10 points with each hit, but C4, which does a LOT more damage, only gives about 15. This is definatly wrong, you get 90 pts for killing an orca (and some pts before that for damaging it) and the genadier gets 2 pts for hitting a harvy, about 3-6 pts for hitting a tank and 8 pts for hitting a building with it. It was your imagination getting 300 pts for an orca

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 07:40:00 GMT
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I have seen grenader hitting Harvy and score 4 and above. It is really depending on where you hit the Harvy.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 07:53:00 GMT
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quote:Originally posted by Founder of YASA:I have seen grenader hitting Harvy and score 4 and above. It is really depending on where you hit the Harvy.True, but thats a serious direct hit, usually 8 of 10 will get you 2-3 pts at most[May 17, 2002: Message edited by: AzWhoopin]

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 08:15:00 GMT
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The grenadier most definitely gives more than 2-3 points per hit. I've gotten as many as 8 or 9 per hit.As for the Orca, I thought those 90 points was for taking it down completely. The killbonus might be 90, I don't know, but you definitely get more for taking it from full to zero.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 10:03:00 GMT
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Devon I already said that aboutm they are kill bonuses, if you kill a mammoth with a raveshaw you will have to figure it out like this.mammoth has 1200 total HP, each shot from raveshaw takes 80 HP away and gives 10 pts, so 15 shots to kill mammy at 10 pts per shot = 150 pts + 150 PTs kill bonus, so if you kill a mammy with a raveshaw you tip the scale at 300 if you do it by yourself.. this gives the most pts for killing any unit in the game

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 10:33:00 GMT
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Ok, but why doesn't that apply to the harvester? I just checked, and the grenadier gets 4-5 points/hit. I didn't check the C4, but I did confirm that it's definitely less than 20, and yet the C4 does about 10 times as much damage to the harv as the grenades.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 12:24:00 GMT
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quote:Originally posted by Devon:Hmmm... I know I've gotten upwards 200-300 points for sniping Orcas. I also know that the grenadier grenades give about 10 points with each hit, but C4, which does a LOT more damage, only gives about 15.AzWhoopin, your comments on this? Can it be so?

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 14:00:00 GMT
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Ya this info makes you think don't it. If you have a few engys healing your mammoth when its getting hammered you will not be able to to enough damage to make up for it and in turn you will be hurting your team.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Fri, 17 May 2002 17:56:00 GMT
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If the only thing you have left is a pp and a mammy, you'd better repair the mammy, it's your only chance...

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Sat, 18 May 2002 00:05:00 GMT
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no offense but I couldn't care less what a grenadier does to anything since I only use them for about 1-2 mins on 2 maps.

Subject: This is how pts are weighted during games
Posted by [Anonymous](#) on Sat, 18 May 2002 00:33:00 GMT
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So if you buy a mammy, just make sure that you do more damage overall than you take. As long as your team ends up with more points after your vehicles use (or destruction of buildings of course), I'd consider it worthwhile. All it takes is to destroy a couple of stealth tanks. What kills GDI is if 3 or 4 engineers are repairing the mammoth. That just feeds the enemy's bank/point total, so it's not worth it unless the mammoth is doing a lot of useful damage. Typically though.. several enemies are attacking the mammoth so it's taking more damage than it's delivering.On another side of this.. hunting down snipers and ravesaws with a 500c sniper can be quite rewarding.

Subject: This is how pts are weighted during games

Posted by [Anonymous](#) on Sat, 18 May 2002 14:06:00 GMT

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This is why hunting snipers with shotgunners is so rewarding...I have a question for AzWhoopin though... I've sniped Sakuras, Havocs, and Mendozas and such before and killed them in one headshot. They had full health, yet I only get 93 points for it. This happens to me consistently. Is there a reason for it?

Subject: This is how pts are weighted during games

Posted by [Anonymous](#) on Sat, 18 May 2002 14:56:00 GMT

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Considering that the points given by attacking the harvester are not proportional to the amount of damage inflicted, I would say that the same might be true for other targets as well. It's probably so that snipers get a different amount of points for hitting a target than, say, a chemwarrior. I haven't checked it but it only seems logical.

Subject: This is how pts are weighted during games

Posted by [Anonymous](#) on Sat, 18 May 2002 18:03:00 GMT

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That's sorta what I was thinking too.
