
Subject: Regarding Stealth Tanks
Posted by [liquidv2](#) on Tue, 24 Apr 2012 05:02:44 GMT
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in the original, bugged points system, sniping a green-health stealth tank with a ramjet yields a person 22 points
at the same time it does, what? 5 damage?

my question is, why does sniping a stealth tank give 10 more points than sniping a green-health mammoth tank, which actually costs 600 credits more?

the system is bugged, but it is at the very least consistent with how it is bugged except with stealth tanks; anyone have any theories?

Subject: Re: Regarding Stealth Tanks
Posted by [Jamie or NuneGa](#) on Tue, 24 Apr 2012 22:28:00 GMT
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Revealing a stealth tank is helpful to your team who can't see it.

Everyone can see mamouths

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 25 Apr 2012 01:23:28 GMT
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so your guess is that, because they are invisible, they give off more points? makes sense in a way, but i doubt it

has anyone played C&C 1?

Subject: Re: Regarding Stealth Tanks
Posted by [ehhh](#) on Wed, 25 Apr 2012 02:38:58 GMT
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thought ramjets do 2 damage to meds and mammoths, and 5 damage to stanks.

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 25 Apr 2012 04:20:32 GMT
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nope; 5 damage to both stanks and meds/mammies/apcs/whatever

and yet for some reason stealth tanks give 22 points per hit, even though they cost far less than a mammoth tank (which only gives 12)

the question is why

i have a theory; anyone else aside from NuneGa have a thought? and has anyone played C&C 1?

Subject: Re: Regarding Stealth Tanks

Posted by [Jamie or NuneGa](#) on Wed, 25 Apr 2012 11:07:41 GMT

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liquidv2 wrote on Wed, 25 April 2012 05:20nope; 5 damage to both stanks and meds/mammies/apcs/whatever

and yet for some reason stealth tanks give 22 points per hit, even though they cost far less than a mammoth tank (which only gives 12)

the question is why

i have a theory; anyone else aside from NuneGa have a thought? and has anyone played C&C 1?

My theory was a 1 second answer...

Curious to know yours

Subject: Re: Regarding Stealth Tanks

Posted by [iRANian](#) on Wed, 25 Apr 2012 13:17:43 GMT

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Because they have less health than a Mammoth Tank? Also it's pretty simple to make it so jets get like 1 point/credit for hitting a tank.

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

Subject: Re: Regarding Stealth Tanks
Posted by [iRANian](#) on Wed, 25 Apr 2012 16:46:29 GMT
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Should replace Stealth Tanks with Recon Bikes for one day and give them heavy armour tbh

Subject: Re: Regarding Stealth Tanks
Posted by [Jamie or NuneGa](#) on Wed, 25 Apr 2012 17:32:08 GMT
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Good theory, maybe a medium armour setting was on Westwood's to do list before EA rushed ren out.

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 25 Apr 2012 18:36:22 GMT
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medium armor is an option

Jelly 1 used to run an armor mod on arties, mrls, and helis

the vehicle armor took reduced damage from sniper fire, but the health did not

once the vehicle was past green health it would generally die very quickly, but it gave people a chance to survive more than 5 seconds on populated flying maps and whatnot

recon bikes should be a separate option, and they should have either medium or heavy armor
recon chems would be god damn epic

Subject: Re: Regarding Stealth Tanks
Posted by [Gen_Blacky](#) on Fri, 27 Apr 2012 16:16:48 GMT
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because stanks give more damage points.

Subject: Re: Regarding Stealth Tanks
Posted by [Xpert](#) on Fri, 27 Apr 2012 19:33:20 GMT
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Gen_Blacky wrote on Fri, 27 April 2012 12:16because stanks give more damage points.
This.

A Mammoth Tank is worth 0.060 damage.
A Stealth Tank is worth 0.110 damage.

If you're going to ask why they give more damage points, then your answer would be, that's how Westwood left it.

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

Subject: Re: Regarding Stealth Tanks
Posted by [Major-Payne](#) on Sat, 28 Apr 2012 10:52:40 GMT
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Percentage.

Taking all the health off a havoc/sak gives you 50 points, the kill gives 50 as well.

5/400 multiplied by 900
5/1200 multiplied by 1500

then add points bug to that.

Subject: Re: Regarding Stealth Tanks
Posted by [iRANian](#) on Sat, 28 Apr 2012 11:59:07 GMT
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Subject: Re: Regarding Stealth Tanks
Posted by [Spoony](#) on Sun, 20 May 2012 18:50:31 GMT
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missed this thread, sorry

its easy

points earned (if the point bug is fixed, that is) = based on two things. value of the target, and how much damage you're doing to it

stank = high cost and low health.

compare it to the med tank - similar cost, med has twice the health. therefore you get just over twice the points per shot against a stank than against a med.

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Mon, 21 May 2012 18:36:48 GMT
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when the pointmod is on it makes sense; that wasn't the point of my topic

i was wondering why the original points system is inconsistent in the case of stealth tanks
i thought that perhaps Westwood intended for stanks to have medium armor (more like they did in C&C 1) and that perhaps bullets and snipers were meant to injure them more than they presently do
it would explain why the credits and points gained for damaging them seems so inflated; if the damage were higher as well perhaps it wouldn't seem inflated at all
it might even seem consistent with the rest of the original, bugged points

Subject: Re: Regarding Stealth Tanks
Posted by [Spoony](#) on Wed, 23 May 2012 11:20:34 GMT
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liquidv2 wrote on Mon, 21 May 2012 11:36 when the pointmod is on it makes sense; that wasn't the point of my topic
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it would explain why the credits and points gained for damaging them seems so inflated; if the damage were higher as well perhaps it wouldn't seem inflated at all
it might even seem consistent with the rest of the original, bugged points
have another crack at understanding this, liquid:

points gained by attacking a vehicle = how much it's worth (cost) and how much damage you're doing to it

compared to most other vehicles stank has a unusually high ratio of cost to health

obviously the point bug fucks this up somewhat, but the gist of it is still there
it costs about as much as a med, but only has half as much health

stanks don't follow different points formulas, they just have less health and more 'worth' in comparison to other vehicles, besides aircraft.

Subject: Re: Regarding Stealth Tanks
Posted by [Major-Payne](#) on Wed, 23 May 2012 14:27:18 GMT
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5/200 is more than 5/1200

higher percentage of damage, points calculation is based on how much percentage of damage you do to an enemy. 50% = 25% of cost, 100% = 50% of cost, and kill = 50% of cost.

5/200 is 6 times more relative damage than 5/1200

Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 23 May 2012 15:27:04 GMT

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points 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

Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 23 May 2012 15:31:09 GMT

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mammies ruin the theory

Subject: Re: Regarding Stealth Tanks

Posted by [shaitan](#) on Wed, 23 May 2012 16:01:43 GMT

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Giving a stank a heavier armor is a horrible idea. They weren't meant for 'toe-to-toe' tactics.

Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 23 May 2012 17:09:51 GMT

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Westwood gave the stank heavier armor; that's the point of this topic lmao

i'm suggesting it should be medium armor instead of heavy

Subject: Re: Regarding Stealth Tanks
Posted by [YesNoMayb](#) on Wed, 23 May 2012 19:39:50 GMT
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I'm in the process of understanding this as well. The less health/armor a vehicle has, the more points you will get from shooting it?

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 23 May 2012 19:56:38 GMT
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yes, in theory
that's how the pointmod works at least
stanks are worth 90 points total, when the kill bonus is added
therefore, hitting it will give you more than hitting a med tank would for equal damage
(because a med tank only costs 800, and because a higher point value is distributed through a lower system of hit points)
more points awarded in less time = a higher value target

however, with the original, bugged points it's not consistent like this
hitting a stealth tank gives far more than any other ground-based vehicle, and i have always wondered why

Subject: Re: Regarding Stealth Tanks
Posted by [Gen_Blacky](#) on Wed, 23 May 2012 19:56:44 GMT
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stanks have low health/armor/type and do a lot of damage and are also stealth. Makes sense to me that they would give a lot of damage points.

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 23 May 2012 19:57:33 GMT
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i actually misunderstood your post; no, not at all

with the pointmod the points are the same regardless of when you hit it (unless you get the kill shot on the target)

Subject: Re: Regarding Stealth Tanks
Posted by [Major-Payne](#) on Wed, 23 May 2012 20:24:48 GMT
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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)
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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 = $5/1200 \times 1500 = 6.25$

Subject: Re: Regarding Stealth Tanks
Posted by [liquidv2](#) on Wed, 23 May 2012 21:06:30 GMT
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Major-Payne wrote on Wed, 23 May 2012 15:24Stank = $5/400 \times 900 = 11.25$
Mammy = $5/1200 \times 1500 = 6.25$
Light = $5/600 \times 600 = 5$
Med = $5/800 \times 800 = 5$
Flame = $5/800 \times 800 = 5$
APC = $5/600 \times 500 = 4.16$ something

wow