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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.

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