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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [YSLMuffins](#) on Thu, 26 Aug 2004 03:28:28 GMT

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The scoring system is what should be focused on first before such balance changes. You shouldn't get so many points for doing so little damage (ie, with ramjets and tanks in green health). You get the most points from damaging vehicles into yellow, and from that point on you get little to no points until you destroy it.

Is there any real difference between the armor and health of a vehicle besides a drastic difference in the amount of points awarded? As in, do weapons do less damage to vehicles that have armor left than those vehicles that do not have any armor left? Is there some hard-coded difference? (In my experience with the preset library, C&C vehicles have the same shield and health type, unlike infantry.)

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