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Subject: Re: Fixing... Points?

Posted by [s0meSkunk](#) on Fri, 05 Sep 2008 16:11:04 GMT

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I'd say Nod has the advantage once the WF goes down, since they have the best artillery, and the best base killing unit in the flame tank.

I think we've always been able to crush a rax camp with 8 flame tanks + 8 passenger nukes...but I like being on the other side too and feeling I still have a good chance to win.

I felt points were related to damage, skill, and what type of unit you have.

When you kill a Sakura, you get 100 points.

You could kill ten shot gunners and only get 30 points...where's the "fairness" in that???

Why is a ramjet unit worth a 100 point risk?????

Because he can gain points shooting tanks while he kills time until he can do something useful like take out a Raveshaw, or a mobile artillery.

Therefore he's going to be doing his team some good even when he's useless.

Stanks by design are supposed to give away tons of points, and let you get tons of points at the same time.

Just because some n00b told us they aren't supposed to, they're supposed to be the penultimate weapon of Nod, doesn't mean we're supposed to listen.

Buildings seem to be the only thing where points are tied in to the damage.

Unless they changed something on the servers, the vehicle limit is 8 vehicles + 1 Harvester = 9

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