
Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Thu, 02 Oct 2008 12:21:48 GMT

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The following charts prove with 99.9999% certainty that the points bug is most definitely a bug. This is at least the third time I have posted this.

The following chart details "Damage points" (point gain per 1 damage dealt), "Death points" (bonus for causing the final death), "Total death points" (points gained for causing damage from start to finish):

Object name	Damage points	Death points	Total death points
CnC_GDI_Mammoth_Tank	0.06	75	147
CnC_Nod_Harvester	0.04	50	98
CnC_GDI_Harvester	0.04	50	98
CnC_Nod_Apache	0.15	45	90
CnC_GDI_Orca	0.15	45	90
CnC_Nod_Stealth_Tank	0.11	45	89
CnC_GDI_Medium_Tank	0.05	40	80
CnC_Nod_Flame_Tank	0.05	40	80
CnC_Nod_Transport	0.09	35	71
CnC_GDI_Transport	0.09	35	71
CnC_Nod_Light_Tank	0.05	30	60
CnC_Nod_APC	0.04	25	49
CnC_GDI_APC	0.04	25	49
CnC_GDI_MRLS	0.06	23	46.5
CnC_Nod_Mobile_Artillery	0.06	23	46.5
CnC_GDI_Humm-vee	0.06	18	35.5
CnC_Nod_Buggy	0.06	15	30

Spoony has also discovered that if you look at the "Total Death Points" for vehicles and round them to the nearest multiple of 5, then compare them to the cost of the vehicle, you get this:

Quote:syntax: vehicle/total points/cost

Mammoth Tank: 150/1500

Harvester: 100/not applicable

Apache/Orca: 90/900

Stealth Tank: 90/900

Medium Tank: 80/800

Flame Tank: 80/800

Chinook: 70/700

Light Tank: 60/600

APC: 50/500

MRLS: 45/450

Artillery: 45/450

Hummvee: 35/350

Buggy: 30/300

Many people are already aware that for infantry, the total points gained for start-to-finish death is

10% of the cost of the unit. (exception: free infantry = 3 points) This also proves that the previous point calculation was definitely a bug.
