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Subject: Re: Pointsfix debate - cleared - I plaid guilty :(  
Posted by [Spoony](#) on Sat, 19 Dec 2009 04:26:06 GMT  
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kadoosh wrote on Fri, 18 December 2009 22:12Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

Ex:

Kill = 2pts  
Kill Assist = 1pt

Vehicle Kill = 2pts  
Vehicle Kill Assist = 1

Kill Assists = person who does the most support damage.  
If I shoot someone/something and it get's repaired my damage is negated.

Repairing is rewarded based on how much damage you repair. Say for every 250pts of damage = 1pt (would have to be tweaked to work in renegade)

Building Kills = no idea how many points this should be worth.

not  
kill = 100pts  
damage before kill = 10,000pts spread out amongst 5 other players (yes that's wish full thinking)

I understand that this is much harder than just using the released points system, or the modified/corrected points system.

I do admire the passion of the people still putting an effort into this game. Hopefully it works out.

here are the facts.

with the original points and economy system (aka pointsfix):  
the total points gained for killing a unit is 10% of the unit's cost, give or take a point for rounding up/down. so 80 for a med, 50 for an APC, 35 for a hotwire etc etc etc.

half of that amount is gained by damaging the unit to very-nearly-dead. the other half is awarded on the actual kill.

with buildings it's roughly the same principle. 750 points overall for killing a building, 250 of which is the final kill bonus.

eg it takes five remotes to kill a building. say you had five remotes and you used them one after another. you'd get 100, then 100, then 100, then 100, then 350 (100+250)

points for repairing: half the points the enemy got doing the damage in the first place.

without the pointsfix, the points gained against green-health tanks is all over the place.

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