

---

Subject: Re: Request - points increase. (reborn?)  
Posted by [Spoony](#) on Wed, 05 Jan 2011 01:02:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i certainly expected it to increase the credits along with points

hypnos. i firmly believe that buildings need to stay the most important targets, but the difference in points gain between buildings and credits seems a little drastic. no problem for vehicles since they can effectively hit buildings too, but units that are primarily anti-tank (ravs etc) don't really gain enough for what they're doing.

this seemed like it'd be a good companion to the infantry ammo and the originally designed points system, though obviously nobody's tried it yet.

---