
Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Mon, 21 May 2012 18:36:48 GMT

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when the pointmod is on it makes sense; that wasn't the point of my topic
i was wondering why the original points system is inconsistent in the case of stealth tanks
i thought that perhaps Westwood intended for stanks to have medium armor (more like they did in
C&C 1) and that perhaps bullets and snipers were meant to injure them more than they presently
do
it would explain why the credits and points gained for damaging them seems so inflated; if the
damage were higher as well perhaps it wouldn't seem inflated at all
it might even seem consistent with the rest of the original, bugged points
