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Subject: Re: Regarding Stealth Tanks

Posted by [Spoony](#) on Wed, 23 May 2012 11:20:34 GMT

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liquidv2 wrote on Mon, 21 May 2012 11:36 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

have another crack at understanding this, liquid:

points gained by attacking a vehicle = how much it's worth (cost) and how much damage you're doing to it

compared to most other vehicles stank has a unusually high ratio of cost to health

obviously the point bug fucks this up somewhat, but the gist of it is still there

it costs about as much as a med, but only has half as much health

stanks don't follow different points formulas, they just have less health and more 'worth' in comparison to other vehicles, besides aircraft.

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