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Subject: Re: Regarding Stealth Tanks

Posted by [liquidv2](#) on Wed, 23 May 2012 19:56:38 GMT

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yes, in theory

that's how the pointmod works at least

stanks are worth 90 points total, when the kill bonus is added

therefore, hitting it will give you more than hitting a med tank would for equal damage

(because a med tank only costs 800, and because a higher point value is distributed through a lower system of hit points)

more points awarded in less time = a higher value target

however, with the original, bugged points it's not consistent like this

hitting a stealth tank gives far more than any other ground-based vehicle, and i have always wondered why

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