
Subject: Re: funny stuff from the Zer0BS server
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 19:45:05 GMT
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JohnDoe wrote on Tue, 13 June 2006 13:33IWarriors wrote on Tue, 13 June 2006 18:04JohnDoe wrote on Tue, 13 June 2006 11:53I mean that you don't get more points for unloading a shotgun on the hav than a PIC.

Nah you shouldnt, I know you will get one point aswell as one credit each shot from a autogun or pistol from attacking the hav, other weapons like a pic gun will give you more points pershot then the other said weapon.

I think c4 works different on our server, if you use c4 on the mtb, you can easy gain 3000 points aswell as 1000 creds from that... if you use c4 on the hav, I think the points are less, but you do end up killing the hav, its a thing you need to think about when a map starts, should you attack the hav using c4 and killing it or rush as a minigunner and whore it for points and money aswell being able to kill any enemy you see with your auto...

I could be wrong on some things I have said, so dont take my words as set in stone, if you want to know for sure, you gonna need to ask a server admin, like reborn or zunnie etc.

or you could always join the server for a game or two when there are good number of players in it and see for yourself.

Bad exemple, because you can't kill the harv with a shotgun. But here's another: You'll get tremendously more points for killing the Harvester with the Orca's mg than with the rockets. It's a glytch in the armor.ini, but it seems that your mod is just another of those silly mods that give insane amounts of points for everything.

Well, what I said is not set in stone, I could be wrong on what I said, only the server admins knows what they did on the server, at our server, you get more points/money attacking things then you would on a normal server, this makes the game faster, I known games to end in the first 2 minutes then on the same map with good players on both sides, for it to last the entire game time.

I will ask one of them later tonight if they could give me a list of whats been changed, then share with you if am allowed to share this info, then you can make sense of it.

But the damage mod if you wanna call it, is just one mod of many..

Lijitsu wrote on Tue, 13 June 2006 13:17These are the MP servers? These mods sound very interesting at least, I might drop by for a match or two to test them out. Sure beats the Unrules.com New Maps server, which has enough idiots most of the time for five or six servers.

Well you and others here are always welcome to play at the servers, all we ask that you obey the server rules, we are a half rg server, so if you use it, thats cool, but dont whine if one of our nubs or nubs mods forcergs you if you start owning owning them. lol

At the time of me writing this, there is a nice little game going on, good time to join.

Oh one of the other things we added are the fun tuants sounds, where you can type tt or skill and a sound plays from always.dat they fun to mess around with, adds more to the game.

I might be in the game in my new clan name DoRWar or on irc as (I) and always around to answer any Qs anyone has.