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Subject: Re: An opinion piece - Donating  
Posted by [StealthEye](#) on Sat, 09 Jun 2007 12:13:08 GMT  
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Hmm that might be true based on warheads, you would still have an advantage to kill the infantry though. for 900, you could get 2 patches/LCG's as well, those 2 + 13 soldiers would definitely take out the orca and probably 14 soldiers. You would have more credits and probably better infantry after this as well.

Quote:You're completely missing the point.

The point is, the money didn't come about legitimately. YOU are missing the point. Because the money DID come out legitimately. Donating is perfectly legal if it's enabled, and you are stupid for not using it if you don't.

If you don't like vehicles, and you don't use them. Is it unfair that the other team does use them? Ofcourse it isn't! If you don't use donate and the other team does, is that unfair? Neither!

Gozy has a valid point saying it takes away the first part of the game, a bit more than starting credits do, I agree there. However in public games I think the start is not that interesting usually, so that's why I said (in my initial post) that donating should be allowed too. For clan games it is different, and I agree with Gozy there.

About the flaming apc: it is balanced in that way. However it unbalances the health and damage other vehicles do. In that way it's just a superunit which is also cheap, which makes it unbalanced. Consider something that you buy and will instantly win the game for you (not a flaming apc obviously). Both teams can do it. Would this be balanced? Team wise: yes. But it makes the other part of the game useless. That would be the problem with it, not the fact that both teams can do it.

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