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Subject: Re: Ranking System

Posted by [JoeBro](#) on Thu, 31 Jul 2008 01:02:34 GMT

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Caveman wrote on Wed, 30 July 2008 19:52 Well I can answer that since I am one of the admins there

Really this would have been better asked over at our forums

Onto your question

Default : Pretty self-explanatory.. Just a normal soldier with your normal HP.

Cadat : 10% health and armour on your vehicle and unit + 10% refund on unit if you swap them, for example if you was a sak and you bought tech to save the hand you would get 35 credits back. You also get a weak repair gun upon spawning.

Captain : 20% health and armour on your vehicle and unit + 20% refund and the ability to use !weapon every 5mins. This gives you a random weapon. You also get a chaingun upon spawning

Commando : 30% health and armour on your vehicle and unit + 30% refund and the ability to use !char every 5mins. This transforms you into a random character.

Admiral : 40% health and armour on your vehicle and unit + 40% refund and the ability to use !veh every 5mins. This delivers a random vehicle to your location. You also get a railgun upon joining.

well, even though the ranking system is pretty cool, i don't think the better players should get that great of an advantage. thanks for the reply though. i'm captain lol

By the way, you're an ADMIN??!!! EEEEEKKKK!!! I bow at your authority, your majesty.

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