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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [liquidv2](#) on Thu, 01 Oct 2009 22:15:02 GMT

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Quote:if someone's first instinct upon their base being threatened by a tank is to shoot the tank without damaging it, they're NOT a good player. i would go so far as to call them a dumbass. there is always something HELPFUL you can be doing. always. and a good player will do that instead. the only argument against this is that in doing no damage to the vehicle you are still increasing your points and credits more quickly than you otherwise could and will probably be able to buy a better unit with which to defend the base or aid your team; with the pointmod in place it is no longer an option, but as long as it's there it will always be used as one

i think gaining one credit per second is too high, but half a credit would actually make a noticeable difference; on the atomix server you gain 3 credits per second and players can still buy infantry and vehicles with the pointmod in place, and i seem to end up having more in there than i do in a server with the original points in place even if i'm tearing shit up

nice summary, it says what needs to be said

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