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

Posted by [CarrierII](#) on Sat, 03 Oct 2009 16:21:20 GMT

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Back to the topic, Jelly Marathon's approach of handing out credits for "base defense" and "tank support" rec's works fairly well. (Of course, a marathon server can't be compared to an AOW server, the time limit changes a lot)

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