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

Posted by [EvilWhiteDragon](#) on Sat, 03 Oct 2009 20:26:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Sat, 03 October 2009 18:21 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) And that would be....?
