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Subject: Re: [SSGM Plugin] Extra Credit Tick  
Posted by [liquidv2](#) on Sun, 04 Sep 2011 20:24:33 GMT  
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players will get a credit every other second along with the default 2 from the refinery, but it will continue even after the ref is dead

the thinking is the team without a ref is already crippled, but this at least gives them something to fight with

the team with its refinery intact gets 2.5 a second on average (2 and then 3)

a team with a refinery but no powerplant would get 1.5 a second on average (1 and then 2) - the fact that unit prices are doubled is enough of a penalty already, and on some maps the base defense are powered down after the pp is destroyed

just a thought to keep games going and help discourage players from feeling powerless and leaving once their team loses a building

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