Hey Wilo,

Thanks for asking suggestions...to cut to the chase:

-Flaming APCS...I am not sure how you can justify having this absolutely horrible practice still in widespread use in the server. In a blink of an eye, it destroys the hard work of the team that's kicking some fine ass. It takes absolutely no skill to do this tactic. If I were a server owner and if my most regular top players were ragequitting over something, I would immediately try to fix it asap instead of letting it go on for years. If St0rm has terminal cancer related to gameplay, this is it right here.

-Speedy Harv...this is such a nuisance that it directly interferes with playing the game. Isn't a bigger tib load, increased credits per second, and massive start credits enough? Plus, having a speedy harv eliminates SBH harv walk and Nod's ability to walk the harv to AGT from tunnel on field.

-Bot kill count...there must be a distinction made between killing bots and players; killing bots should not add to the kill tally as this creates a undeserved K/D ratio. It takes absolutely no skill to kill bots...atleast give out extra points for killing bots but not awarding it as an official kill.

That's all my outstanding complaints I can think off for now. The most important is flaming APCs/vehicles. You can even forget the speedy harv and bot kill counts...just wipe out the practice of flaming vehicles once and for all. That alone will give a healthy dose of good image to St0rm.

Thanks for asking once again.

---