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Subject: Re: Map rating

Posted by [Jerad2142](#) on Wed, 19 Oct 2011 17:27:11 GMT

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Harvester probably has to move an extra meter for one team thus slowly delaying their income more and more as the game proceeds, thus giving that team a disadvantage on that map.

iRANian wrote on Wed, 19 October 2011 10:20

anyway infinite ammo is just terrible once the killwhoring starts and it makes 1000\$ infantry way too powerful, last time i played on a server with that enabled i killed 20-25 arties on field with a jet and i only had to kill myself 2 times because i couldnt be arsed to refill. incredibly lame. i still was ranked 10th or so because i wasnt getting any points for killing/damaging the arties, just for killing infantry, pretty cool

46.5 points per artillery means you have to kill 15.5 basic infantry to break even with one arty (assuming no one else is damaging the infantry or the vehicles).

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