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Subject: Re: in regard to the points fix

Posted by [liquidv2](#) on Mon, 21 Jul 2008 04:48:28 GMT

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Quote:Also, another option could be to give twice/triple or even more credits per point. That way you will still get more credits if you do actual damage, but are not forced to engi rush tanks for an hour to get a med.

holy fuck, an arty pays for itself by hitting a building for 5 seconds

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