
Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by [Homey](#) on Sun, 04 Oct 2009 09:17:34 GMT

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EvilWhiteDragon wrote on Sat, 03 October 2009 16:26CarrierII wrote on Sat, 03 October 2009 18:21Back 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....?

Per X amount of building repair points you get a Rec, per X amount of tank repair points you get a rec. I don't know the numbers off the top of my head, but you get them probably every 15 minutes or so. It's been a while since I played.
