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Subject: Re: Ideas to help newcomers/people joining a server mid-game

Posted by [Goztow](#) on Wed, 07 Oct 2009 08:07:28 GMT

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Wiener wrote on Wed, 07 October 2009 09:44: So you suggest to increase cash-flow? Mostly to give the losing team quicker access to anti tank characters to break a (deserved) siege?

I think the most expensive units are the big chars, right? And in my opinion, no vehicles stand a chance against a team of raves + saks (PIC+Havocs). Of course, the characters are not as offensive as vehicles but I really see that changing the cashflow will turn a well vehicle-infantry balanced game into a inf/snipe mode

I suggest that servers who want to have a bigger cash flow for their players have the possibility to do so, as an alternative for "points bug", indeed.

The problem you point out is the same with "points bug". It are green vehicles that give away tons of points, hence credits. So points bug already favours the use of infantry over the use of tanks bigtime. I'd actually say it favours it much more than gaining more credits/points per damage point done as the tanks will also gain more credits/points in the latter case.

Quite obviously servers that aim for more competitive gaming wouldn't adapt anything and just run the game purely with pointfix.

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