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

Posted by [Wiener](#) on Wed, 07 Oct 2009 07:44:10 GMT

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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 teams of rave's + 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

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