

---

Subject: Re: Anti-Typekilling Idea  
Posted by [Yrr](#) on Fri, 15 Feb 2008 12:11:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So you want players to walk back to their base first and then send a team chat message "stanks inc wf side"?

A chat icon is the best idea I think, but only for player's goodwill to not attack the chatter. It should never be penalized to kill chatters.

---