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

Posted by [Goztow](#) on Thu, 08 Oct 2009 06:55:52 GMT

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@carrier

If you would hypothetically reward the repairer as much as the tank doing the damage, then noone playing for ladder would get a tank any longer because repairing someone else's tank is a better way to get points: you're safely behind the dudes tank, you don't need any aiming / dodging skill and you can rely on the enemy's skill to get points (the more damage the enemy does, the more points you get). Actually, it wouldn't matter any longer who's the best tank driver as the tank doing most damage won't get a points advantage for his team any longer, due to the repairers.

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