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

Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 08:09:54 GMT

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Goztow wrote on Thu, 08 October 2009 01:55@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. Actually, snipers would have a field day then, because even if you're behind a tank, a good sniper can still nab you. So some dodging and general common sense IS required. Plus, if there's no tanks, how are they hiding behind someone's tank .

Also, if the enemy dishes out enough damage, they'd still be able to kill the tank despite an engineer or two. You'd need 3 or more to successfully out damage a good tank player. Maybe two, depends on what's being used to repair and the vehicles. And if that's the case, that's 4 people out in the field. In which case, if the enemy is remotely intelligent, they'd still be able to destroy these engineer campers.

And lastly, they still will, if they can kill the tank, and if their team is smart enough to pick off the engineers rather than just mindlessly rushing in with tanks. If anything, this would boost teamwork more than if engineers were bad at making a bit more points/credits.

However, if points is REALLY an issue (which I doubt it would be), maybe a way to make it so they only get more money, but not points. That'd still give people an incentive to be an engineer without disrupting any balance (which I still personally don't think it would if they got points too).

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