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

Posted by [Goztow](#) on Thu, 08 Oct 2009 08:37:15 GMT

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No, it would encourage people to repair for 2 minutes, then leave the tank to die... Whenever I take the role of repairer, I usually end up with 1.000'ish credits, just because I stick to it until we're pushed back. A hottie doesn't gain much credits but doesn't spend any either. All it needs to do is stay alive.

May I also note that pure repairers are overrated, especially in smaller games. In e.g. 4v4 it's better to have 4 tanks with hotties / techies in them than to have 3 tanks + 1 dedicated repairer (if money is not an issue, of course). The reason is simple: more firepower will avoid the enemy killing you (4 shells = dead enemy art / med, even if it's repaired) and if you loose a vehicle, the dude who lost it can still repair others.

Just to show that IMO the general balance between characters and vehicles, that is in place and that relates to the damage done, is good.

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