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Subject: Repairing vehicles... Should be worth more points...

Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:33:00 GMT

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actually i don't know how the point system works exactly, but if indeed players get more points for harming than they do healing, then ww was obviously trying to make it a game that teams had to have some offense to win. it wouldn't be very fun if both sides just sat back and waited for the other team to make a move. on the other hand, i have read posts from players that said they were in a game where the whole team did just that and won. offense is always harder than defense(especially where the sides are even) so it should be rewarded more..

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