Subject: Re: Ideas to help newcomers/people joining a server mid-game
Posted by Spoony on Thu, 08 Oct 2009 16:38:50 GMT
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y'know, i think a new player is probably gonna think more about solving the immediate situation than be looking too much at his individual score...

anyway, the idea that you don't get hardly any points for fixing tanks is just plain silly. you get half what the enemy gets for attacking them, and if you're actually keeping the tank alive, that's gonna add up. it's certainly not gonna be much less than you'd get if, say, you were a gunner shooting the enemy tank, or a deadeye shooting the enemy art.