

---

Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 00:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am deeply gratified by the responses to this post. I so heartily agree that Death to Kill ration does not indicate a players skill in an effective way in this game. Maybe in Quake, or Tribes or something, but in this game, taking out infantry is really not that helpful to the team in the long run.

I don't trust folks with a high kill vs. death rating. It shows (BIG GENERALIZATION) a lack of willingness to sacrafice oneself for your team, which is a constant requirement in this game. Yes, you may be able to rush and live, or survive in one tank the whole game, and even get mvp. But, if everyone in the game had played like you, you never would have stayed alive in the first place (i.e. the engines who risk their life keeping your tank alive). So, it's good to see that most people recognize this.

---