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

Posted by [Anonymous](#) on Wed, 10 Apr 2002 09:59:00 GMT

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One other point.. personally, I think of the rankings as a measurement of who knows the most about winning a game. A rocket launcher sitting in a corner holding the trigger down doesn't take a whole lot of skill. But if that launcher takes out a building or even just keeps firing, it's building a ton of points. Often times I can get a group of artillery or MRLs together and we'll shot at something until it blows up or until the enemy offers enough resistance to push us back. Even if nothing is destroyed, it often pushes our team way into the lead by points and I've been in many games that were won by highest score. A flame rush requires little skill, but a successful one means good organization by the team and they'll get plenty of points for it. The best factors would be nearly impossible to take into account, such as:- How many APV/engineer rushes have you prevented.- Enemy numbers. How many tanks were there and how many did you destroy before you died. Anyway, enough rambling.. there are tons of things that could be factored in, but I definitely don't think kill ratio has anything to do with a good player for this game.

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