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

Posted by [Anonymous](#) on Wed, 10 Apr 2002 05:00:00 GMT

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It really annoyed me to see the top players on the ladder there because they played 300-400 games.. I am currently ranked 50 and played about 50 games and I have been MVP in about 75% of all the games I played getting (provided I play the entire game no join halfway thru with 1 building left) usually get from 1500-4000 pts a game, Besides tanks I engy rush, snipe, defend base with raveshaw or fix tanks or buildings... Some other people are just out for cheesy pts like the losers that are on GDI on islands that use rocket inf and MRLS to shoot hand or just stay in a useless place shooting non-stop at a building! Like U said I don't have the time to play 200-300 games a week and I think there should be another factor in ladder pts besides playing a thousand game a week. The ladder works like this: A great player plays 50 games, is ranked 30. An average player plays 100 games making little contributions to the team and gets ranked 25. A dork that plays non stop hitting 300+ games in a week with the ya win some ya lose some finishing in the middle of the pack every game gets ranked 10. How does this show whos the better player? What I do to see if people are good or not is to just look at there total time play vs the amount of tanks/buildings killed ratio and how many pts they score per game on average. I don't think the kill/death ratio is a big deal at all, I kill plenty of people during games (expecially when i am a sniper) but I kamakazee my basic inf all the time, toss some C4s on tanks and get ran over or what ever, i don't care about dying unless I have a 1000 inf unit type cuz it will give the other team lots of pts!-AzWhoopin

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