
Subject: Re: Clan Recruiting for CRC!!!!

Posted by [Sniper_De7](#) on Wed, 29 Mar 2006 04:09:50 GMT

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No, it just seems you're pulling these numbers out of your ass and I had just assumed there was a ladder I could see. Generally people die more than 2 times a game. I mean unless if they're deliberately trying not to die and thus not really trying to help the team (ie rushing in teh beginning of the game - It usually costs one life off the bat but to kill the harvester can mean all the difference) Let me put it this way.. The average you say is 3 KD, you average 3 kills a game about (which, isn't very grand at all considering..) and then one death. Generally people when averaging things and they'll have a small kill count per game, will generally have a much lower KD since a lot of deaths are unavoidable.

I just feel you're making up these numbers. Not because they're so extravagant or anything. It's just because the average number of deaths for any player (who isn't trying to avoid being killed and staying in base with a vehicle) is generally more
