
Subject: Re: n00bjet-no

Posted by [Sniper_De7](#) on Wed, 24 May 2006 12:29:30 GMT

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Yeah well, effectively getting kills and score is what makes up if a player is doing something. You can't win a game and have little score. Generally, a person who has high score was shooting at buildings and vehicles and such otherwise he wouldn't have had that score. Anyways, about 50% of the time it comes down to *points* so when a guy had 3000 unanswered points, he's done pretty damn well for his team. There are people in renegade that have a hard time scoring over 500 in games and most any good player can do it in just a few minutes or less. Anyways, the most prominent feature a guy can have to be considered good would be how good he is in a tank. If a guy royally sucks in a tank, he generally is not useful.
