

---

Subject: Ranking system & pipe dreams

Posted by [tHz2](#) on Mon, 03 Mar 2003 17:16:22 GMT

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

---

Loosing points because you get killed? That would make everyone become campers in laddered games. They'd all be too scared to get out there and fight. Laddered games should be fun, making them too elitist would destory the enjoyment.

I often join games half way through to find that my team has lost the power plant. It's very diffiical to get your points up after that, as the enemy are cruising around in high level vehicles. Being unable to afford anything capable of doing any significant damage to these high level vehicles, the only option is to heal stuff, or run forward as an engy and try to plant c4. The latter will get you killed. Your system would have 10 engineers running around like headless chickens, with only a handful fighting.

---