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Subject: Ranking system & pipe dreams

Posted by [nodmama](#) on Mon, 03 Mar 2003 19:09:33 GMT

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Blkwasp is really into rank and the way he plays is

Big Games or no time limit games and at least a 32 player server. You have to work together and have a plan ( so he tells me ) Have a really good connection and learn to use infantry well. Defend your base well when needed and be aggressive.

Eventhough K/D don't really effect rank you will notice that the Top 20 players have pretty good ratios.

Sometimes I will see my wonderful husband get very worked up about kills and deaths more than ladder points. ( my ratio stinks cause I can't kill a rock. JK)

If you want points reappear buildings but remember when you are in a building reaping you are missing out on all the action. Plus some maps have very little building repair to them and you can end up with - points if your team loses.

There are a lot of jobs to do on Ren...Find some people that you are familiar with and ask about the plan for that perticular game. Working together can WORK for a good game and a good win.

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