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Subject: Re: in regard to the points fix

Posted by [Crimson](#) on Mon, 04 Aug 2008 09:04:09 GMT

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The whole point of having a ladder is to rank the best players in Renegade. I think it's safe to say that the current ladder system doesn't reward the highest skilled players correctly. Using a modification that rewarded n00b tactics like shooting the harvester with a minigunner would give an unfair advantage to the players using the n00b tactics rather than the players who try to gain credits without the refinery by doing the things Spooky mentioned that actually help your team.

Hence, why should games run with an unfair system count towards the ladder, which is supposed to rank the most skilled players?

Once again, please respond to this based on the assumption that the ladder is using a better formula that better rates players on their skill and not the incomplete system currently in place.

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