
Subject: kills vs points.....

Posted by [Anonymous](#) on Wed, 27 Mar 2002 10:30:00 GMT

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Why is it so many people go for kills over point, ebd of day it the team with highest points that win not the highest kills.In fact kills grant pathetic points, the only reason you should be shooting the enemy is to neglect them of points for there team.The real points come from damage to enemy base, but at same time destroying enemy attacker fast so as to neglect them of points.And building repair is also a great way getting points fast, AND cash fast.So if you going to go round killing people, kill threats to base, or threats to you attack force, not just random people.Also at begining of new game, dont run round shooting people, unless you attacked, go strait for enemy havester to get lead start on the points AND cash.

Subject: kills vs points.....

Posted by [Anonymous](#) on Wed, 27 Mar 2002 10:37:00 GMT

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Not everyone play to win. Some people play to kill, some just to enjoy shooting around randomly.Your view is mostly shared by more hardcore gamers or ppl who want to gain fat ladder pts.I sometimes try to gain a lot of pts, but most of the time, I just do whatever I feel I should be doing.

Subject: kills vs points.....

Posted by [Anonymous](#) on Wed, 27 Mar 2002 11:31:00 GMT

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all enemies are potential threatsany unit can carry a beacontargets of oportunitysee bad guy = kill bad guynuff said

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:27:00 GMT

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"nobody ever won a war by dying for their country. they won it by making that other poor dumb b*stard die for his country".. G. Patton..anyway, there are going to be players that think of this game as a death match and just try to kill anything with 2 legs cuz they want to see their kill score high at the end. and in fact, they do help the team win the game. much has been written about the engies and the service they provide for the team, but if not for the snipers and inf killers, the engine would be toast on the battlefield. so give the death-matchers a break, they're doing their part too...

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:49:00 GMT

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I couldn't have said it better. I witnessed that very thing last night in a couple of quick matches. Just shooting for the heck of it. What a waste....

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:54:00 GMT

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I guess it depends on how important points are to you. I on the other hand tend to play for the win and if that means picking off a dozen soldiers raiding the base..then so be it

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 13:41:00 GMT

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i once had 69 kills, about 8 times more than the second best fragger!i was 7th at last! with points! 1st with frags!i mean, isnt that dump? u kill 1000\$ guys, and there arent any points u get! ok, u get some, but very little!doing damage to buildings is a thing everyone can do, coz buildings normaly (AGT/obelisc i dont care...) dont kill ya! enemy troops do! killing vehicles is also a point! u get a mammoth killed, with quite small points! ur friend takes a artillery, fires 3 times, the building is damaged, he is best guy of the server, loses his artillery, and buys the next one! great job! thats n00b style! but he got better credits!that is annoying!

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 14:33:00 GMT

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I usually get 10x more kills than anybody in the game. The funny thing is, our flame tank slowly roasts buildings, just having a good time, and I'm out there in a stealth or light tank shooting and blasting and smooshing and killing, holding off all of them while he has a cookout. I won the game, he got all the points. Reasons like that are why I don't care about ladder crap anymore, it's too off in this game. All it does is promote rambo's and discourage the things that really need done. Oh, and I like exterminating enemies

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:07:00 GMT

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Uh.. if you are that good and kill over 50 people plus/minus any vehicles, chances are you are in first place even if 1 or 2 enemy buildings have been destroyed.I can kill a +50 mix of infantry and vehicles easily and be in first place, or run around repairing all through the game.Kills give mad

points, yet you have to kill in "LARGE" numbers to make a show of it. Even then a large kill ratio is only good if you only died 0-2 times, any more deaths and you need more practice if your in it for the kills and want to boast about mad skills. And a good 4-6 starting rush kills/steals can give you mad cash once your first harvie pulls into the station to get the flamer or character class you want to smash the enemy, especially if you grab a money crate. And then we all know you need to get the mad kills if your refinery is down. I can sniper, get 4000 credits, buy 3 mams or 4 FTs and coordinate a smashing strike or defense if my teams refinery is down. Point is, if your good enough you get the mad kills, mad money and mad pts. Plus the enemy fears your name if your that good. Players will make mistakes and thus be more cautious... thusly causing more room for error. Don't fear anyone, crush them, they aren't God, just kill them. The game is all about who can Rambo the best or pull a John Wayne. On non ladderred pubs, its all about the rambo using their team as cannon fodder. It still is the same for pub ladderred. Clans are the only semblance of team work, in most if not all FPS games, clans are team work, but pubs are just john doe Rambo, and cut throat back stabbing to get in the top 3 slots at the end. Little or no team work at all. Which is why teh game is called "renegade". Or as I like.. "Camparade"

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 16:20:00 GMT

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In Renegade killing is something that you do so you can accomplish a higher goal rather than in other FPS games that's all you do. Early ingame you should take your soldier and go frag some ****. That's the best thing to do. If everyones camped up in the base then just insert some lead into the harvester. Later in game when you have characters then it's better sometimes to avoid fights as long as the enemy doesn't pose a huge threat or someone else on your team can take care of it better with less loss. Basically if you see someone that sees you it's better that you shoot first. Unlike what you said you shouldn't abide by international law and only shoot when shot at.

Subject: kills vs points.....

Posted by [Anonymous](#) on Thu, 28 Mar 2002 17:38:00 GMT

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Im just in this game for personal sniper wars, and the pretty effects of the nuke.

Subject: kills vs points.....

Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:40:00 GMT

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well im ussaly a sniper and this is what i figured out, might be wrong so dont start flaming at meenigneers, basic soldiers = 1-3 points \$1000 characters = 50-96 points dont know about the ones in the middle sry, this is from my experience only, os it might be dif. for u, but i ALWAYS go for head shots

Subject: kills vs points.....

Posted by [Anonymous](#) on Sat, 30 Mar 2002 08:53:00 GMT

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The reason kills don't give many points is because a frag isn't really worth anything for the team. All it does to sway the balance of the match is... well, nothing. The best you can hope for is to delay an attack but that's not exactly a titanic accomplishment. However, if you destroy a building, you seriously and permanently damage the opposing teams battle capacity. That's why a building is worth 750 points. Also, it's much harder to destroy a building than any unit. Only one character class on each team can do it real effectively and even they need 30 seconds. Any class can kill infantry units with ease (heck, I've taken out Mendozas with Hotwires).Also, makeing buildings worth mucho points promotes aggressive gameplay. That way you can't entrench yourself in your base and hope to win - you have to attack. If frags were worth a lot of points we'd be having a lot of stalemates. Now stalemates only happen once in a while.

Subject: kills vs points.....

Posted by [Anonymous](#) on Sat, 30 Mar 2002 11:42:00 GMT

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Devon,That was a fantastic reply. After reading the above posts, I was thinking some of the same thing, but you've perfectly spelled it out.Points relate to what you've done for the team, not your personal goals...which is why consistent infantry hunting will not yeild you high numbers.Althought, I suppose, it can be a heck of a blast.

Subject: kills vs points.....

Posted by [Anonymous](#) on Sun, 31 Mar 2002 01:38:00 GMT

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Snipers kill Engineers means their tanks will have less-er or no repairs during combat with your team tanks. So kill is as much important as destorying. Its Command and Conquer anyway. Just take down anything that kills, moves or produces.
