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Subject: ranking system need an overhaul!

Posted by [Anonymous](#) on Tue, 23 Apr 2002 18:08:00 GMT

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The ranking system in renegade is not so hot and heres why i think so. The system alomst 100\% supports rambo type players who save up for tech and humvee hoping they take out a builiding, by the time you can afford this the other team usally has tanks that will crush your rush to the ground making you lose an important \$700 that could have went towards a tank . Why dont you see many engies healing tanks? becuase they get almost NO points for it! one hotwire supporting 3 mammoth tanks can topple an enemy base in no time, add another hotwire to the mix and those tanks are unstoppable!The ranking system is also not very acurate, it just lets you know who plays the game alot. Let me know what you guys think about this becuase if the ranking system would be changed{or just give engies points for healing tanks maybe.....} I think teams would benefit in a game alot more.

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