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Subject: Real-life tactics no one seems to use.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 06:05:00 GMT

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It shouldn't be based on just kills to deaths. Perhaps a ratio of somekind(so that people don't just play loads and get high ranks because I don't have time to play that much). The really good players just sometimes barely kill anyone. You can kill soldiers all you want and it will be useless except for points. I think it takes real skill to sneak into an enemy base without being noticed, place your c4 and take down a building and then get out of there. People who just rush in are just lucky. It doesn't make them better players-not to discourage rushes, teamplay is better than any lone wolf.

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