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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:26:00 GMT

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somebody said that k/d isn't important. i say that it can be very useful. consider that your team has reeked havoc (no pun intended) on the enemy base, and there only defense are some Dr. Mobius troops keeping you at bay. being able to kill vital troops while sustaining an attack on there base can obviously win the battle. even if they have enough money for more they can be spawned were they can't make a difference. You can't tell me that taking out big expensive units in battle doesn't have an effect when they can't afford another. Plus it's a point of pride to take out everyboy, and average less than one death per game. does anybody else have 1000+ kills to 150 deaths?

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