
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"
