
Subject: How is in-game and ladder scoring tallied
Posted by [Anonymous](#) on Fri, 08 Mar 2002 15:03:00 GMT
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I don't think it makes sense at all. I could go engy the first half of the game and get MVP just from that alone, then hop in a stealth tank and drive around the enemy base squishing their infantry like bugs, sneak away, destroy a Mammoth, damage others, take out a couple medium tanks, all without losing the aforementioned Stealth Tank, and then just generally wreak havoc (i was having a good day), get next to top on the scores and go DOWN several places since my team was 500 points behind. Meanwhile, people on the other team who got pathetic scores stay neutral or go up, and only people on my team who got no scores and little time stay neutral. It's not if I'm doing well, it's if I'm lucky, and that luck can carry you up toward the top or drag you down. The only real indication is if someone is unusually high, since those individuals have to do lots of work and are a much more than lucky to get that far. It's so FRUSTRATING to hone my pistol and AR skills to the point of ventilating many unlucky soldiers expecting an easy target, and have my best games yield no advancement at all.
