
Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 01:49:00 GMT

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woooow! did u figure that one out by yourself??all others found that out on the first week

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 07:40:00 GMT

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ok..i hope someican answer this...Everytime I get big ladder points in a game, my rank gets worse why?????????

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 07:42:00 GMT

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lol sorry i cant help u newbie

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 07:44:00 GMT

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first of all i had thiss game since it came out..second, i think your the newbie since you dont know either!!!!

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 07:51:00 GMT

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What's your WOL?

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 07:53:00 GMT

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My rank? it is 20000. but my WOL name is mikkilla9.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:36:00 GMT

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Your ladder score for each game is between -50 to +20 but you game point score is between 0 and 300 which is not very high. You might have mistaken the game score as the ladder point. You might want to improve the game score so you can get more ladder points but sometimes it does not help when you are on the losing team. Once I was the MVP and I have over 7000 game score but I got 0 ladder points as I was on the losing team. Another time I got about 1500 game points and I have over 250 ladder points from one game as I was on the winning team.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:47:00 GMT

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no, ive gotten alot of LADDER POINTS not game points. and i was in the winning team. Why?oh yeah another q, lets say i get 50 ladder points, how much will my rank get lower?

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:54:00 GMT

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I actually disagree in part. Defensive players on the whole, for example, tend to have very few kills but lots of deaths from apc rushing, getting sniped while they're repairing tanks in teh field, or any other some such thing. Kill to death ratio, I think, means next to nothing. It just shows that you can stay alive, or how good you are individually, not how good you are at being on a team.I think to determine how good someone is, you've got to look at lots of factors, not just one or two. But that's pretty obvious.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 09:01:00 GMT

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To see if somebody is good.. Look in a few of his games and see home many vech kills and building kills a person has..If somebody has 4500Pts in a game and has no Vech kills and 3 inf kills and 1 death, that means they probably sat behind the barracks on islands with a MRLS being a loser the entire game. Like for example, a few games ago (30 min game) I was MVP, had 20 Vech kills, 13 inf kills, 7 deaths and 1 building kill... Thats a good game. The next game The MVP on my team had 1 Vech kills, 4 inf kills, 4 deaths, 0 building kills and was MVP cuz he was pt grabbing and shooting at buildings all game behind enemy lines with artillery..I am only ranked like 130 but I also only played 35 games this month and got like 250-300 PTs a win, most people around me played 100-300 games and close to 500 in the top 50. I don't have the time to play day and night but if I did or anybody did they could be top 50.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 09:30:00 GMT

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I wholeheartedly agree. My kills vs deaths is way off, and i'm not ranked well, but play often and play as a team. I noticed that since i started doing alot more sniper games, my ratio has dropped even lower, but i have so much more fun. Also, I tend to "take it for the team". I'm the "noob" that rushes in the door in an apc rush to take out the mines for the 3 engineers behind me. They get the credit, but we win even though they are idiots. (Anyone can place c-4, getting it to the mct is the hard part). Look at their stats for head shots as well. A player that hits others in the head 9 times out of 10 is a player worth having.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 09:30:00 GMT

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Good points all and I never get super points or scores. I go for kills, vehicle destruction those things that prevent the enemy from ruining my teams day....

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 09:45:00 GMT

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Other people got more than you do during those time that you played. 50 ladder points is not even a lot. A lot of ladder points in a game is 200+ from one game. Also you lost about 2/3 of the time you played which will give you -ve points.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 09:54:00 GMT

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I am a more defensive player and my kill to death ratio is way off too. A few things contribute to it is 1 I do not sniper people because I suck at it. 2. I am good at mining buildings. 3. I often go for killing harvy to cut off enemy incoming instead of kill each soldiers. In one game I destoryed 7 harvy alone as hotwire while no one cared about it. 4. I am good at killing tanks. 5. I like to park my tank at a place where I can shoot at the new tanks that just come out of air strip or war fact. My favorite is Mesa where you can shoot at war fact and the new tanks as Nod. It totally disrutps the GDI's production. Building bashing in Hourglass and Island are losers as they are not helping the team to win.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 10:01:00 GMT

k thnks

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 10:07:00 GMT

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Same here I'm more of a defensive player and confrontational when I see my bldgs taking damage by whomever. You've got to take care of business when it starts to heat up. I love those "the building needs repair messages" from those that are way out in front and have no clue that it's being done on my watch...OT: When the bldgs do need repair I don't hesitate to change my character to an engie and do what's right. I've seen Havocs or Sakuras or whomever just stand around and watch the bldg blow, instead of getting in there and taking care of business...That's one of the true tests of a team player....

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 10:33:00 GMT

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My Gh3yspy name being KaMiKaZe, I often suicide run and take out mines, C4 an enemy blockade, etc..I also snipe, which is helping my K/D SO MUCH. In one game: 43 headshots, and 2 deaths. 1 of them I got a C4 on me, so i ran in some tiberium, the other one, i got ran over by a stealth tank.Mostly I defend. When my team is on the offense, or someone else is defending, I snipe.Of course, I play a lot on gamespy, so my K/D is still pitiful, but when the lag comes down on WOL, ill be there.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 11:01:00 GMT

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rofl . What an idiotic way to judge ppl. It works ONLY in infantry games, w/o snipers at all. Or in snipers only games (however u can boost ur kills count, just killing some n00bs, who stand still). Here is a simple way to have amazing K/D:1 Be engy2 buy apc3 run infantry over /kill them with machine gun 4 repair ur apc5 be happy6 brag about ur high K/D rating and 1337 skills. On the other hand...U can use apc, to manage rushes. Of course u will have a lot of deaths, and lack of kills. Guess, who is more usefull for team?The only way to figure out if person is really good is to watch him for several games.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 12:21:00 GMT

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try this, if you want to know how good someone is dont look at there rank, look at there kills to death ratio, if you have talent you kills will be high and your deaths low, this shows that you can shoot straight and get the hell out of the way when a tank trys to run your ass over. I wouldnt want someone in my clan who kept on trying to buggy rush a building when i need him to help us tank rush or defend the base.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 13:12:00 GMT

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But how do you get all that goo out of your apc treads?

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 14:47:00 GMT

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I havn't said, that running ppl over with an APC is a bad idea. (Expensive units don't nest at the middle of the battlefield, so u have to shoot anyway)I just want to show, that u don't have to be really good, to get a high K/D rating.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 15:07:00 GMT

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Kiwi I'm in your clan... TupacNeo

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 15:59:00 GMT

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wow

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:00:00 GMT

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never would of gessed

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Mon, 10 Jun 2002 16:48:00 GMT

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wow im a sniper rate is more thenm 10/1 or higher, well some1 else does another job there rate is 3/1

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Tue, 11 Jun 2002 00:42:00 GMT

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quote:Originally posted by u.c.:rofl . What an idiotic way to judge ppl. It works ONLY in infatry games, w/o snipers at all. Or in snipers only games (however u can boost ur kills count, just killing some n00bs, who stand still). Here is a simple way to have amazing K/D:1 Be engy2 buy apc3 run infantry over /kill them with machine gun 4 repair ur apc5 be happy6 brag about ur high K/D rating and 1337 skills. On the other hand...U can use apc, to manage rushes. Of course u will have a lot of deaths, and lack of kills. Guess, who is more usefull for team?The only way to figure out if person is really good is to watch him for several games.Whats wrong with running over 1337 people in an apc? lots of dead black hand chaingunners and mendozas or raveshaws will clear the way for you tanks making it easy for them to rush the base rather then somone mindlesly rushing into a base hoping to blow something up just to get points.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Tue, 11 Jun 2002 23:40:00 GMT

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I kinda agree. Go by actions, not words.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Wed, 12 Jun 2002 08:50:00 GMT

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quote:Originally posted by kiwi98989: quote:Originally posted by u.c.:1 Be engy2 buy apc3 run infantry over /kill them with machine gun 4 repair ur apc5 be happy6 brag about ur high K/D rating and 1337 skills. Whats wrong with running over 1337 people in an apc? lots of dead black hand chaingunners and mendozas or raveshaws will clear the way for you tanks making it easy for them to rush the base rather then somone mindlesly rushing into a base hoping to blow something up just to get points.[/QB]He means to say 1337, not the number 1,337. It's LEET SPEAK. It's like talking with numbers.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:47:00 GMT

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ever get someone down to barely any health only to have someone else steal your kill? There's only one accurate way to judge a player, and that's by how well they adapt to different roles. As in, doing well on offense, defense, medic, credit stopper, sniper, whatever. If they're good in more than one of these roles (and not just with one weapon/vehicle, either), then they deserve to be called good players. The numbers really don't mean much. If you can snipe people with a standard rifle, beat a flame tank one-on-one, keep a structure alive, fix your teammates, and go beacon a few things all in one game, that is a measure of skill.

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:31:00 GMT

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quote:Originally posted by Nukelt15: ever get someone down to barely any health only to have someone else steal your kill? There's only one accurate way to judge a player, and that's by how well they adapt to different roles. As in, doing well on offense, defense, medic, credit stopper, sniper, whatever. If they're good in more than one of these roles (and not just with one weapon/vehicle, either), then they deserve to be called good players. The numbers really don't mean much. If you can snipe people with a standard rifle, beat a flame tank one-on-one, keep a structure alive, fix your teammates, and go beacon a few things all in one game, that is a measure of skill. I guess I'm an OK player then! I make a good pilot/wheelman and Engineer/Techie

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:41:00 GMT

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Just posting for the sake of posting. I have a lovely bunch of coconuts!

Subject: Dont look at rank.....

Posted by [Anonymous](#) on Wed, 12 Jun 2002 19:53:00 GMT

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quote:Originally posted by Tyrant *Beo*: quote:Originally posted by kiwi98989: [QUOTE]Originally posted by u.c.: 1 Be engy2 buy apc3 run infantry over /kill them with machine gun 4 repair ur apc5 be happy6 brag about ur high K/D rating and 1337 skills. Whats wrong with running over 1337 people in an apc? lots of dead black hand chaingunners and mendozas or raveslaws will clear the way for you tanks making it easy for them to rush the base rather than someone mindlessly rushing into a base hoping to blow something up just to get points. He means to say 1337, not the number 1,337. It's LEET SPEAK. It's like talking with numbers. [/QB][/QUOTE]??? LEET speak huh? also it doesn't matter what job you do because you will always change {i.e. an engine does not stay an engine the whole game} and when you change you get a chance to get kills, if your just an engine adding base defense by repairing you can show your skill by not getting run over while

placing c4 on a tank. even if your ratio looks like this{kills 56, deaths 19,} your are considered to be good becuase you kill more than you die, but would you want somone on your team who's looks like this{deaths 125, kills 2}?

Subject: Dont look at rank.....
Posted by [Anonymous](#) on Wed, 12 Jun 2002 20:01:00 GMT
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Improvise, overcome, and adapt = a good player....

Subject: Dont look at rank.....
Posted by [Anonymous](#) on Wed, 12 Jun 2002 20:17:00 GMT
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Stealing kills is an issue for people?How many times has an enemy (or yourself) gotten to your base in the red with only a few health left?You thank you lucky stars that you made it.Now imagine if people said "Wow, I better not fire on that unit, someone else is shooting at it and I don't want to steal his kill."If you can shoot a unit and kill it/damage it, do it. Don't worry about hurting someones stats. You are all on the same team, if you want to play for just stats, you shouldn't be playing a team game.

Subject: Dont look at rank.....
Posted by [Anonymous](#) on Wed, 12 Jun 2002 21:52:00 GMT
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man this is back up??? [June 12, 2002, 21:53: Message edited by: Ghetto...]

Subject: Dont look at rank.....
Posted by [Anonymous](#) on Thu, 13 Jun 2002 06:06:00 GMT
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quote: Building bashing in Hourglass and Island are losers as they are not helping the team to win.I disagree on that. Sure thing is that building bashing is for idiots. But it does help the teamgetting points and binding some enemy to repairthe building. So if you are an idiot, please takea long range weapon and stay out of the way ofthe real players! Cfx
