
Subject: 30 to 1- How to do it in a tank.

Posted by [m1a1_abrams](#) on Mon, 21 Feb 2005 19:49:55 GMT

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There's really no point in trying to maintain a perfect k/d ratio, unless it's for your own personal satisfaction. Often, the destruction of a particular enemy target will be more useful to the team effort than the survival of your own unit.

Given the right circumstance, the individual tactics you mentioned can help your team win the game, but the only reason that I can think of for wanting to stay alive, at all costs, is if you don't have the cash to buy a replacement unit.

By the way, I think the idea of roving anti-personnel/anti-vehicle units is perfectly sound... as long as there are other elements of the team actually trying to destroy the enemy base. The thing is though, when you have the chance to do something that would be highly advantageous to your own team, even if you die in the process, the team doesn't gain anything by you staying alive.

Even after all that, it's still just a game and if you get your enjoyment by maintaining your k/d ratio, then more power to you. I've played the game in a similar fashion before, and still do from time to time... but I'm not under the illusion that my playing style on those occasions is of particular benefit to the rest of my team.[/i]
