

---

Subject: "Camping" ... yeah right.

Posted by [Anonymous](#) on Wed, 29 May 2002 02:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Played a game tonight on my server...the map was Hourglass and I was on GDI. Nod kept making flame rushes and almost got the AGT. I bought a mobius and stood in the tunnel, and when flames would come down the hill I got an early start on taking them out. Anyway after taking out about 3 flames I bought a mammoth, and parked it right next to the AGT. I fended off about 4 rushes of flames, light tanks, stealths. My teammates bought another mammoth and parked it on the OTHER side of the AGT, as well as 2 medium tanks. Now, even though we were totally on defense, because Nod was rushing us every 1-3 minutes...the Nod guys have the nerve to say we were "camping". Here is an example of things that were said by Nod: "WTF...stopped 4 flame tank rush?" "GDI sucks they wont attack" "GDI sucks they are guarding the AGT like its the last ice cream cone" <expletive> campers!" (after a stealth tank slips in during a rush from both sides and hilltop at once) "Haha we got in you suck" "We won on points after 45 minutes. Seconds before the level ended, Nod says "GDI Campers!". Okay, lets get things straight. The term "camping" usually refers to FPS games when someone hangs out in an area where health powerup spawns, or where they can kill someone before they can kill them, making them all but invulnerable. I do NOT think it is camping when you are defending your own base against aggressive assault. It just boils down to Nod was p1ssed that they couldnt get into the base and flame the buildings down and plant beacons. Its not like we sat there for minutes upon minutes, we did attack their base over a dozen times, but the mammoths stayed behind to stop the APC/Flame rushes. No replies necessary, I just wanted to vent about some apparently sore losers

---