
Subject: Re: Sbh`s on no-base map and how to get rid of them

Posted by [Dover](#) on Sun, 17 Feb 2008 22:57:05 GMT

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

MWright967 wrote on Fri, 15 February 2008 08:381. No. It isn't repairable from the ground. Secondly, I think you forget something: They don't know where I AM. So the only time in which the orca will be able to shoot me, is when and IF the hotwires even find my nuke, and lets not forget, timed C4 works wonder, especially in such a tight little area as behind that sand bag. And hey, what if they have no WF? What if they have no money and can't buy an orca? Or what if all the useable orcas are on the field and dont make it back in time?

Not repairable from the ground?

I lol'd.

Also, the Orca doesn't need to find you. You'll give yourself away the minute you start firing. And if you don't fire? That's fine. Your nuke will get disarmed either way.

MWright967 wrote on Fri, 15 February 2008 08:382. Given my record? Sorry Dover, but I never recall having ever played with you, nor do I believe that you know anything of my uhhhh, "record" so to speak, considering I don't have one. I'm on the top 20 in some servers, and in others I'm that "noob" who comes in with a rank of 6121 out of 8000. I play on multiple servers and, considering I have never seen you in game (to my knowledge or memory) I highly doubt you are one for the judging. Believe me if you like, disbelieve me if you like. It doesn't really change fact, now does it? Point being, I use this strategy EVERY time I play Nod on Walls. And I have yet to fail. If you don't want to believe that, I really couldn't care less, considering I do have people who can vouch for my legitimacy.

I meant given your record of posting bullshit on these forums, making up statistics, saying things that are just plain untrue, etc.

And about the "yet to fail" thing, you are either:

-Lying.

-Playing against retards in UNRules, or something.

MWright967 wrote on Fri, 15 February 2008 08:383. Right. Because we all know how many APC's on a 25-50 player wall's game even make it past the med's and mammy's camping outside. Oh but wait, since you have such 1337 APC skills, you can just demine all the doors for your little SBH assistance to go in, instead of mining the tunnel and allowing them to come in at will and spawn kill, place nukes on the sides of the builing (AKA, that little L-Shaped corner behind the WF).I don't disagree with the part of "Mining the ramps for detection purposes", but mining buildings? Wow. Don't be ignorant.

Mining buildings is ignorant? ...lol. I'll let someone else handle this bit.

MWright967 wrote on Fri, 15 February 2008 08:384. Whoaz, nukes aren't scary? Wow I never knew that. Thanks for telling me Dover. Hey, a small hard to see beacon which can be placed in odd areas out of the reach of large numbers of players making it easy for the placer to pick them off at will. What could be good about that, right? I mean hey, with all that awesome C4 those SBH's have, they can run in the building. But wait Dover- you mined the buildings instead of the front, so they can't get in, right? Dang. Oh and gosh, I forgot, on large maps every building will usually have at least 1 person in it who will just alert his/her team mates or demine it themselves . Awww...Hopes raised for no reason... My life is over *Puts gun to head. Bang.*

Lol. So, they'll be tipped off about invisible people with C4, but NOT about beeping beacons of doom that come with a server-wide warning and change the weather effects? But whatever. I'll leave this for someone else too, since you clearly know so much more about Renegade than I.

File Attachments

1) [lol.jpg](#), downloaded 939 times



2) [lulz.jpg](#), downloaded 918 times

