

TWO biggest pissoffs?

1) REPAIR WHORES!!!!!! The game is fucking over asswipe. There is no strategic reason to repair. You have only the PP and the other team has not lost one building. You are only preventing a new game from starting - especially annoying if I just joined. Even worse - when a mod comes along and threatens me for TH when I try to stop the repair whores. TH?!?!?! WTF? They are hampering the whole fucking server just to point whore / repair whore. I don't know at that point if the repair whore or the host is more annoying? On rare occasion repair whoring makes sense - such as NOD having one last SBH who is going to beacon the ped - but that is VERY rare...

(BTW - I (SirScooby) invented the term repair whore! People at first thought it was just a crude nickname for Hotwires. Ha!

2) N00bservers. (servers with lame modifications) Especially the servers who allow 120 C4. (I guess 110 just wasn't enough?) But also ones which place base defense in a manner to nerf NOD stealth. Or adding chainguns to hotties. Or sniper only. Or rank systems which make orcas and apaches virtually indestructible, etc. Worst of all - you can't tell until you have already joined most of the time.

ACK!! I can't help myself. Two more;

3) People who don't play as a a team. This results in most of the annoyances which others have already listed such as; the SBHtards (that's right SBHtards - you read it here first!) who contribute nothing because they have no idea how to be a SBH, the Stank pilots who blast at anything as you are trying to sneak a rush somewhere. (not to mention people who buy stanks with no idea how to use them - going head to head with GDI tanks) The snipers who fart around while your base is getting pwned by tanks, the weapon whores, people who don't listen to team commands, etc. etc. etc.

4)Giant servers. Servers with a gazillion players per team where you essentially have no chance to ever even get close to destroying the other base. It ruins the game by removing all strategy and making it just another dull FPS. Especially annoying is when you join a server with only 16-24 people and play your heart out - only to notice after your last APC full of hotties rush failed, that there are now 36 players on the other team.

These things have essentially ruined the game for me. I used to play almost on a daily basis. In the last three months I have played for only about 40 minutes one time. Long enough for each of these annoyances to happen to me and remind me why I don't play anymore.

It would be nice if someone would patch the game. Things which would fix many of the annoyances?

1) Servers should check the box for no building repair. That ends repair whoring. If not that then make engineers cost money - no more end of game repair whores. Or - eliminate the unlimited

ammunition in gizmo guns - require refills; That'll slow them down at least a little. Maybe make using the gizmo gun gradually reduce the health of the engineer? That'd do alot to stop the base entrance camping so common to certain maps (field anyone?)

2) SBH should have a timer. The suit will only stay cloaked if you have damaged an enemy unit/structure within the last 90 to 180 seconds. If not - your stealth suit becomes disabled permanently and the SBH will be removed from your terminal menu. For every point of damage you do your timer will be permanently extended by one second.

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