
Subject: fcking morons

Posted by [flyingfox](#) on Wed, 25 May 2005 14:39:49 GMT

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How the ^&*(can you camp and win in a marathon server? our team were down to 2 apcs, map was hourglass, we had no WF. and after a while I say "We going to rush with these APCs then?" then answer was "nope". It was an answer of (edited:) idiocy.. You CANNOT infiltrate the opponent's base on hourglass without a vehicle, provided they still have their defenses up --forget about rushing from the tunnel, nobody would ever do that-- and our team seemed to think they could win on points when there was no time limit. You're as well to rush the APCs, and if they fail, just let the game end and server move on to the next map. All Nod were doing was sniping. it isn't the noobs that annoy me; it's the people that think they know how to play ren, but when it comes to BASIC LOGIC in a game, they fall short.

Subject: fcking morons

Posted by [cheesesoda](#) on Wed, 25 May 2005 15:01:35 GMT

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You're forgetting that most of these idiots are like 10-12 years old who begged their mom to buy this "cool looking game" out of the bargain bin.

Subject: fcking morons

Posted by [Naamloos](#) on Wed, 25 May 2005 15:45:00 GMT

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No matter how old renegade is, one thing will never change...

There will always be more n00bs playing this.

Subject: fcking morons

Posted by [Ar4wn](#) on Wed, 25 May 2005 16:15:57 GMT

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They're attracted by bright colours.

Subject: fcking morons

Posted by [Mindtzar](#) on Wed, 25 May 2005 17:28:07 GMT

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lol Incognito.

Subject: fcking morons
Posted by [Jecht](#) on Wed, 25 May 2005 19:14:50 GMT
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Ar4wnThey're attracted by bright colours.

lol

Subject: fcking morons
Posted by [Oblivion165](#) on Wed, 25 May 2005 19:41:27 GMT
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I always have the based mined right nice, and there is always some moron who thinks that proxy mines are his primary weapon.

I hate mine limits.

Subject: fcking morons
Posted by [Oblivion165](#) on Wed, 25 May 2005 19:50:23 GMT
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Which brings me back to another one of my inventions.

The Gdi/Nod Perma-Mine:

These little guys spawn on map load, at all doors and at the entrances to bases. When someone triggers it, it doesnt go away, just stays put waiting for another.

Practically impossible to get past, though i got lucky once.

Subject: fcking morons
Posted by [icedog90](#) on Wed, 25 May 2005 20:47:49 GMT
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If CP2 would just fix snipers completely.

Subject: fcking morons
Posted by [flyingfox](#) on Tue, 31 May 2005 11:57:54 GMT
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sorry to revive, but WOW, that's a really good idea dude. Can this be done serverside? if your thing were modified so that the mines tripped once stepped on, and didn't stay there (just like normal mines) then it would save having to mine at the start. Although I would miss having to mine, and it would be strange for newbies.

Subject: fcking morons
Posted by [glyde51](#) on Tue, 31 May 2005 12:15:17 GMT
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Make the mine explode and spawn a minute later?

Subject: fcking morons
Posted by [flyingfox](#) on Tue, 31 May 2005 12:20:46 GMT
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nah I mean like a start set of mines, they would just die in one trip like any other mine, just to save mining at the start for people don't know how to mine, people that can't be bothered mining or to help out noob teams :sly:

you guys are coming up with some good ideas for ren lately

Subject: fcking morons
Posted by [Jzinsky](#) on Tue, 31 May 2005 16:53:20 GMT
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A pre-mined base? Sounds good, would only be able to do it right at the start though... otherwise sneaking about is useless

Subject: fcking morons
Posted by [Nukelt15](#) on Tue, 31 May 2005 21:12:51 GMT
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All things considered, I find it more annoying to have a team full of morons who ONLY want to rush- and by that I mean the type of moron that will attempt a flame rush when GDI has the field chock full of Mediums and MRLS, or an APC rush when the road to the enemy base is lined with Arties...

Subject: fcking morons
Posted by [phlakaton](#) on Wed, 01 Jun 2005 23:35:17 GMT

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Hourglass should have been left the way it was made originally... all tiberium up the hill... no side vehicle routes... no underground tunnel for infantry... tough as nails to get to the other base. You can be a chem trooper of course but with D up it was a mofo to penetrate. Could be done though.

Subject: Re: fcking morons
Posted by [YSLMuffins](#) on Thu, 02 Jun 2005 09:58:30 GMT
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Wow, did all of the other original maps go through such drastic changes? Why were the changes added?

Subject: Re: fcking morons
Posted by [Lijitsu](#) on Thu, 02 Jun 2005 10:18:58 GMT
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Have you ever been in a game, where your the ONLY one defending, and when one of your buildings falls due to insufficient defenders, they all blame YOU because it fell? Doesnt that just piss you off? This is why i love Friendly Fire, and Friendly Fire on Halo, where you can just bash em in the back once, and they die. It pisses em off so bad, man its fun as hell! Ever just go into a server, and start firing at your allies? You would get banned eventually, but it can be fun if you fuck someone sniping up. DEATH THE MORONS! ...I think i should add that to my Signature...

Subject: Re: fcking morons
Posted by [phlakaton](#) on Thu, 02 Jun 2005 23:23:54 GMT
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YSLMuffins wrote on Thu, 02 June 2005 05:58Wow, did all of the other original maps go through such drastic changes? Why were the changes added?

Not all but some did. Hourglass was one. Field was another... that one used to have jumps in it... houses in the middle of the field besides the one barn. Tunnels were longer and could view the open field area... snipers haven.

Subject: Re: fcking morons
Posted by [Jzinsky](#) on Mon, 06 Jun 2005 15:54:26 GMT
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Maybe someone could re-create them?

Subject: Re: fcking morons
Posted by [Dave Mason](#) on Mon, 06 Jun 2005 15:56:24 GMT
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Is it really worth it? I mean this is renegade.

Subject: Re: fcking morons
Posted by [Jzinsky](#) on Mon, 06 Jun 2005 16:04:35 GMT
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Meh, could be interesting, and I guess it might not be so difficult to do either, since the map is basically there...

I suppose if someone wants to, I'd give them a go..

Subject: Re: fcking morons
Posted by [Dave Mason](#) on Mon, 06 Jun 2005 16:06:56 GMT
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Sounds like a good idea, I just couldn't see anybody taking their time to make/edit a map for a dying game.

If you are willing to do it, props. I'd like to see the results.

Subject: Re: fcking morons
Posted by [Nukelt15](#) on Mon, 06 Jun 2005 19:43:14 GMT
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Quote:Have you ever been in a game, where your the ONLY one defending, and when one of your buildings falls due to insufficient defenders, they all blame YOU because it fell?

The story of my life. Especially on Field...get a bunch of teammates using basic infantry to save for high-level chars, be the lone Hotwire healing the WF when everyone else wants to let it fall, then watch helplessly as a flame rush with artillery support steamrolls all the squishy little riflemen and blasts the whole base inside four minutes because no one wanted to grab an engineer. That's the very definition of frustration.

Subject: Re: fcking morons
Posted by [Lijitsu](#) on Mon, 06 Jun 2005 20:08:20 GMT
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Generally, the only time i save, is at the very beginning. I play in the Unrules New Maps server,

and so i start off with 350. Only takes a moment to get a Sniper, and i rarely go for a Ramjet Sniper, so i dont have to worry about losing a major amount of Credits. Occasionally, ill get a Technician/Hotwire and start mining the base, but usually theres more then one person doing that. Theres one map that i think they should remove. Its the rather small map, two bases on plateaus with a large canyon separating their rear entrances from each other, however theres a bridge on the GDI side, and a ridge on the Nod side. You can never mine all the buildings on the Unrules sever!

Subject: Re: fcking morons

Posted by [Jzinsky](#) on Mon, 06 Jun 2005 21:24:59 GMT

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I would if I could. I can't even get a building laid straight..
