

---

Subject: What a Fitting Map Name. . .If You were GDI!  
Posted by [Dr. Lithius](#) on Thu, 30 Jun 2005 22:25:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dudes.

I just helped make one of the most perfect ransack runs in Renegade history.

Alright, a little background information, first. I was on GDI and the map was C&C\_Siege.MIX. This happened on the "UNRules.com Core Patch 1 ONLY" server.

Anyway. . . We took an APC in, right? Me and, like, three other guys. One Engineer, one driver, and me as a Patch. We planted C4 of varying types on their Obelisk of Light and blew that up within a couple minutes.

Later on, we did another APC run, but we found a Stealth Tank. . .just sitting there. . .on the broken bridge. Apparently, there was a Sakura unit up there(which managed to nail me before this run), and apparently they drove the tank up there. Anyway, one of our dudes took it. Gotta love incompetent Snipers.

After that, we did yet another APC run(having been blown up in the last one without doing much damage to Nod) and some Nod Engineer left his Flame Tank sit there unguarded by the Airstrip.(He was standing nearby, apparently trying to fix the Power Plant from the outside for whatever reason.) \*grins\* We swept in, I swiped the tank, and the Nod base didn't last long after that, considering we had, from what I saw, a Medium Tank, a Stealth Tank, a Flame Tank, and a couple APCs running around causing havoc. After that match(and during, actually), I was laughing so hard, I had to actually stop playing.

I wish I'd taken a screenshot of all the mayhem. . . It was freaking hilarious. Really. Heh, I'll probably never get another MVP award on that server again, but I think the sheer comedic value will keep me giddy for a while. Heh.

Edit: If any moderators feel this is pure and simple useless garbage, hey. . . Feel free to delete it. I'm sure there's enough of these topics in other parts of the forum. Heh.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!  
Posted by [Oblivion165](#) on Thu, 30 Jun 2005 22:32:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silo Please.

EDIT: Bah! No Silo!

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!  
Posted by [TheMostHated](#) on Fri, 01 Jul 2005 00:37:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Joseph Collins wrote on Thu, 30 June 2005 17:25Dudes.

I just helped make one of the most perfect ransack runs in Renegade history.

Alright, a little background information, first. I was on GDI and the map was C&C\_Siege.MIX. This happened on the "UNRules.com Core Patch 1 ONLY" server.

Anyway. . . We took an APC in, right? Me and, like, three other guys. One Engineer, one driver, and me as a Patch. We planted C4 of varying types on their Obelisk of Light and blew that up within a couple minutes.

Later on, we did another APC run, but we found a Stealth Tank. . .just sitting there. . .on the broken bridge. Apparently, there was a Sakura unit up there(which managed to nail me before this run), and apparently they drove the tank up there. Anyway, one of our dudes took it. Gotta love incompetent Snipers.

After that, we did yet another APC run(having been blown up in the last one without doing much damage to Nod) and some Nod Engineer left his Flame Tank sit there unguarded by the Airstrip.(He was standing nearby, apparently trying to fix the Power Plant from the outside for whatever reason.) \*grins\* We swept in, I swiped the tank, and the Nod base didn't last long after that, considering we had, from what I saw, a Medium Tank, a Stealth Tank, a Flame Tank, and a couple APCs running around causing havoc. After that match(and during, actually), I was laughing so hard, I had to actually stop playing.

I wish I'd taken a screenshot of all the mayhem. . . It was freaking hilarious. Really. Heh, I'll probably never get another MVP award on that server again, but I think the sheer comedic value will keep me giddy for a while. Heh.

Edit: If any moderators feel this is pure and simple useless garbage, hey. . . Feel free to delete it. I'm sure there's enough of these topics in other parts of the forum. Heh.

That server is a spot for noobs,meet me on jelly server,then you can brag.

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [mrpirate](#) on Fri, 01 Jul 2005 00:45:04 GMT

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

---

It's nice to see someone enjoying Renegade.

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [=HT=T-Bird](#) on Fri, 01 Jul 2005 01:23:21 GMT

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

---

Awesome! Gotta love veh abandoning nubs!

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Dave Anderson](#) on Fri, 01 Jul 2005 02:09:02 GMT

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

---

Just another story about a noobish team who lost the battle. But, good to see that you had such a blast while playing...although I can't see why you were laughing so hard you had to quit.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Jecht](#) on Fri, 01 Jul 2005 02:29:05 GMT

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

---

I get MVPs in there servers every day I play there, if I don't, it usually because another GDE does. Damn AngryC4Killer, too good at Point whorin lol

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Dr. Lithius](#) on Fri, 01 Jul 2005 03:05:33 GMT

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

---

TheMostHated wrote on Thu, 30 June 2005 17:37 That server is a spot for noobs, meet me on jelly server, then you can brag. I'm not saying I'm an Expert, dude. I get my ass handed to me regularly. I wasn't bragging, either. I just posted this for the Hell of it. Heh.

deadfive wrote on Thu, 30 June 2005 19:09 I can't see why you were laughing so hard you had to quit. Loss of focus and concentration. If I continued playing, I wouldn't've been doing so as seriously as before this happened. . . .then again, I was mostly just jumping into APCs at the command of some dude that kept opening fire on me and saying "Get in the vehicle!" a lot. \*shrugs\* Ah well.

In addition, in the match before this one, I was doing a pretty damned good job (at least I think so) of mining our base as a Nod Technician. We were losing, though. Badly. Not enough defense. Anyway! Some yahoo came in to the server and started mining our base rather poorly. IE, he'd slap Proximity C4s on top of one-another, next to one-another, etc. etc. instead of spacing it out so the C4 didn't all go off at once. I told him to knock it off. He didn't. I found him, then personally told him to knock it off. Again, he didn't. But in addition to just blankly "staring" at me, he Private Messaged me, requesting I "just leave him the fuck alone". I told him no, explained why, then he answered with something similar to "NO I KNOW WHAT IM DOING BUT YOU DONT SO JUST SHUT THE FUCK UP". I responded with a simple message of "Riiiiight. . .," and he again spewed all-capped vulgarities at me, sounding stressed as ever. It was at that point I immaturely queried that, at that point, "Are you gonna go cry to your mommy?". He claimed that he was 21 years of age (Big deal. . . So am I. Woo.) and ended with a "SO THERE," then followed up by turning my own question at me! Gasp and hor-ror! The conversation ended with me smugly replying with "I'm a little too busy defending our base to do that right now. :)" and him ending with "So am I I'm sniping and wasting our teams credits," which sort of confused me, but I didn't press on. He left after we got our asses handed to us. (As I knew we would with the way he decimated my strategic mining. . .uh. . .strategy. Admittedly, he may have been in the right by mining the access tunnels, but that did leave us entirely vulnerable to stealthy little Hotwires and Engineers, so I dunno.) What was his name. . . "nodnay" or something, I think. I can't remember. But whatever.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Lijitsu](#) on Fri, 01 Jul 2005 11:19:05 GMT

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

---

TheMostHated wrote on Thu, 30 June 2005 20:37 That server is a spot for noobs, meet me on jelly server, then you can brag.

Alright, i have two things to say to you, Hated. And three things to say to you, Mr. Collins.

Firstly: Hated.

The Unrules servers are very difficult for players who have lives outside of their Renegade game, and i regularly get my ass handed to me whenever i go to those servers. Which, by the way, is rare now, because ive got Halo: PC and several other games.

Secondly to you, Hated. If you cant come up with your OWN Signature, dont steal someone elses and say that it sucks. Saying that my signature sucks, is saying that DJM's work sucks, which ive got a problem with. Bashing my Signature doesnt bother me, but when someone that i know makes that, and then you saying that it sucks, that bothers me. If you want to, ill play you in Renegade with a few friends of mine, and kick your ass six ways from Sunday, Saturday, Friday and even Wednesday.

Now then, to you, Mr. Collins:

Lol, very nice. Ive done something similar, but they managed to nuke our Weapons Factory so we just ran into their base and "Owned" them with Snipers and Hotwires.

Yeah, ignorant Snipers are great, aint they? I especially love when you pop a Sakura or Havoc with a 500 Sniper and they get all pissed.

Mining the bases is hard work, and if someone is doing a poor job of it, let them unless you think theres a good chance you can win. Sooner or later they will learn the correct way to mine, or atleast not to mine. I myself mine the ceilings above the doorways so you cant see them at all. Ive caught a good sixty Engineers/Hotwires just by doing that.

Ending Statement: Good job, Mr. Collins(Im gonna call you that from now on...). Hated, i hate you and think you should burn.

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Dave Mason](#) on Fri, 01 Jul 2005 15:45:54 GMT

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

---

To be honest I don't care whether he likes it or not, I don't. I simply made it to show you how it should be done. You like it, and that's all that matters.

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Lijitsu](#) on Fri, 01 Jul 2005 17:47:08 GMT

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

---

Well, it still bothers me and i think he should burn. You did a very good job of showing me aswell. I dont have Photoshop or else i would be sitting here messing around in it right now.

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

---

Posted by [Dr. Lithius](#) on Fri, 01 Jul 2005 18:40:51 GMT

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

---

Lijitsu wrote on Fri, 01 July 2005 04:19 I myself mine the ceilings above the doorways so you cant see them at all. Ive caught a good sixty Engineers/Hotwires just by doing that. \*smacks himself\* Duh! Why didn't it occur to me that you could do that? I've thrown Timed and Remote C4 up on the ceilings of structures before. I should've figured you could do that with Proximity C4. Thank you, Lijitsu, for both the kudos, and the very helpful hint. Heh heh heh.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [glyde51](#) on Fri, 01 Jul 2005 18:58:35 GMT

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

---

In real life, wouldn't a mine overhead hurt much more than a mine underneath?

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [YSLMuffins](#) on Sat, 02 Jul 2005 00:51:15 GMT

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

---

The proximity mines in Renegade explode upward it seems.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [=HT=T-Bird](#) on Sat, 02 Jul 2005 12:56:38 GMT

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

---

Wouldn't a proximity mine explosion be shaped as a sphere that is occluded by the surface the mine is attached to? Proximity mines exploding in one direction only doesn't seem to make sense in my book...

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [danpaul88](#) on Sat, 02 Jul 2005 13:36:22 GMT

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

---

not much in renegade (or other games) follows reality 100%

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Aircraftkiller](#) on Sat, 02 Jul 2005 17:16:52 GMT

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

---

=HT=T-Bird wrote on Thu, 30 June 2005 20:23 Awesome! Gotta love veh abandoning nubs!

---

nub P Pronunciation Key (nb)  
n.  
A protuberance or knob.  
A small lump.  
The essence; the core: the nub of a story.

Remember, it's n00b, not nub.

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!  
Posted by [Demolition man](#) on Sat, 02 Jul 2005 18:17:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller wrote on Sat, 02 July 2005 17:16=  
=HT=T-Bird wrote on Thu, 30 June 2005 20:23  
Awesome! Gotta love veh abandoning nubs!

nub P Pronunciation Key (nb)  
n.  
A protuberance or knob.  
A small lump.  
The essence; the core: the nub of a story.

Remember, it's n00b, not nub.  
nub

NUB: in Acronym Finder  
=>  
NUB Newbie (slang/gaming)  
NUB Nonuseful Body

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!  
Posted by [TheMostHated](#) on Sun, 03 Jul 2005 22:40:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice come back.....lol

---

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!  
Posted by [Unusual\\_Rex](#) on Mon, 04 Jul 2005 01:23:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

=HT=T-Bird wrote on Thu, 30 June 2005 21:23  
Awesome! Gotta love veh abandoning nubs!  
Yeah but the prob with that is it takes the "skill" out of it but fun none the less

---

Subject: Re: What a Fitting Map Name. . .If You were GDI!

Posted by [Lijitsu](#) on Mon, 04 Jul 2005 15:59:22 GMT

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

---

Joseph Collins wrote on Fri, 01 July 2005 14:40Lijitsu wrote on Fri, 01 July 2005 04:19I myself mine the ceilings above the doorways so you cant see them at all. Ive caught a good sixty Engineers/Hotwires just by doing that.\*smacks himself\* Duh! Why didn't it occur to me that you could do that? I've thrown Timed and Remote C4 up on the ceilings of structures before. I should've figured you could do that with Proximity C4. Thank you, Lijitsu, for both the kudos, and the very helpful hint. Heh heh heh.

Your quite welcome. I dont mine often, and that doesnt work 100% of the time, but you cant disable them because of their location.

---