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Subject: Buggy can kill mammy  
Posted by [cabalbeta](#) on Wed, 21 Sep 2005 19:17:10 GMT  
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I tried it, If you drive close on the mammy (front side) it cant hit you. So i killed a mammy with a nod buggy ^^. But if there are other units around you, you cant use this srtategie. lol i think it was so, or a n00b has driven the mammy.

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Subject: Re: Buggy can kill mammy  
Posted by [Dave Mason](#) on Wed, 21 Sep 2005 20:12:50 GMT  
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Thanks for the info

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Subject: Re: Buggy can kill mammy  
Posted by [Dr. Lithius](#) on Wed, 21 Sep 2005 21:38:23 GMT  
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cabalbeta wrote on Wed, 21 September 2005 12:17| I tried it, If you drive close on the mammy (front side) it cant hit you. So i killed a mammy with a nod buggy ^^. But if there are other units around you, you cant use this srtategie. lol i think it was so, or a n00b has driven the mammy.

Need more info? What you should say is. . ."If you drive close to the front of a Mammoth Tank, it can't hit you with its Tusk Missiles." Only if the driver is completely and utterly retarded will they not realize that they can simply turn the tank's turret, place the retical on the Buggy, and still blast it directly with tank slugs. Either way, you can splash him to death long before he can take your Mammoth Tank out unless you're under fire from more than just him. . . >\_>

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Subject: Re: Buggy can kill mammy  
Posted by [2000\\_years](#) on Thu, 22 Sep 2005 16:19:42 GMT  
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lol running up the side mammy's with a chemspray/flamethrower is always good. their shells go right over you and the missiles can't hit you.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Thu, 22 Sep 2005 17:37:43 GMT  
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And then they turn around and run you over.

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Subject: Re: Buggy can kill mammy  
Posted by [Dr. Lithius](#) on Fri, 23 Sep 2005 13:07:33 GMT  
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Again, only if they're smart. That's an annoying "glitch," might I add. I don't like the fact that tanks and certain other vehicles can wheel on-the-spot and end up running you over just by turning.

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Subject: Re: Buggy can kill mammy  
Posted by [karmai](#) on Thu, 29 Sep 2005 14:09:42 GMT  
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2000\_years wrote on Thu, 22 September 2005 12:19lol running up the side mammy's with a chemspray/flamethrower is always good. their shells go right over you and the missiles can't hit you.  
or just use an engineer

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Subject: Re: Buggy can kill mammy  
Posted by [danpaul88](#) on Thu, 29 Sep 2005 15:34:54 GMT  
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Joseph Collins wrote on Fri, 23 September 2005 14:07Again, only if they're smart. That's an annoying "glitch," might I add. I don't like the fact that tanks and certain other vehicles can wheel on-the-spot and end up running you over just by turning.

Unfortunately EA games thought this might be a nice glitch to copy over to BF2 as well, since tanks can turn (almost) on the spot.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Thu, 29 Sep 2005 20:38:42 GMT  
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It's realistic. Think about it. All a tank has to do to move like that, is have one tread move forward at one time, and it works. The APC is also treaded, so it works the same way.

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Subject: Re: Buggy can kill mammy  
Posted by [danpaul88](#) on Thu, 29 Sep 2005 21:11:42 GMT  
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so in renegade its a glitch, in BF2 its just realistic?

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Fri, 30 Sep 2005 00:37:41 GMT  
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It's realistic in both.

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Subject: Re: Buggy can kill mammy  
Posted by [Spoony\\_old](#) on Fri, 30 Sep 2005 09:04:50 GMT  
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A buggy CAN kill a mammy if the mammy sucks, but then you can say that about anything... a tib sydney can kill an artillery if the artillery sucks, but it isn't likely against someone who doesn't

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Subject: Re: Buggy can kill mammy  
Posted by [danpaul88](#) on Fri, 30 Sep 2005 16:09:00 GMT  
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Lijitsu wrote on Fri, 30 September 2005 01:37It's realistic in both.

sorry, I thought you were the person who originally posted about it being a glitch, my mistake

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Subject: Re: Buggy can kill mammy  
Posted by [Dr. Lithius](#) on Fri, 30 Sep 2005 20:50:09 GMT  
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danpaul88 wrote on Thu, 29 September 2005 08:34Joseph Collins wrote on Fri, 23 September 2005 14:07Again, only if they're smart. That's an annoying "glitch," might I add. I don't like the fact that tanks and certain other vehicles can wheel on-the-spot and end up running you over just by turning.Unfortunatly EA games thought this might be a nice glitch to copy over to BF2 as well, since tanks can turn (almost) on the spot.

Actually, I just meant that a tank moving even slightly just has to nudge Infantry to kill them if the Infantry is close enough. It doesn't even matter what side of the tank they're on. Just turn and they're squished. It's perfectly realistic that a tank can turn on-the-spot considering in most tanks and treaded vehicles, either tread is manually controlled.(Kind of like the dual-engine system in that Star Wars Racer arcade game. =P)

Spoony wrote on Fri, 30 September 2005 02:04a tib sydney can kill an artillery if the artillery sucks, but it isn't likely against someone who doesn't

I must play against a lot of stupid people then, considering I can take out Artillery, Stealth Tanks, Apache Helicopters, and pretty much anything other than Light Tanks with my little Tiberium Auto-Rifle. On some servers, I actually play double-roles by blowing myself up as Sydney then collecting the spawned Tiberium Auto-Rifle as a Hotwire. Cheap, I know, but hey... It's an effective way to keep our base alive if I'm the only one intelligent enough to mine and have to keep doing so...

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Subject: Re: Buggy can kill mammy  
Posted by [Renx](#) on Fri, 30 Sep 2005 23:58:10 GMT  
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Spoony wrote on Fri, 30 September 2005 06:04A buggy CAN kill a mammy if the mammy sucks, but then you can say that about anything... a tib sydney can kill an artillery if the artillery sucks, but it isn't likely against someone who doesn't

Shotgun > artillery

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Fri, 30 Sep 2005 23:59:02 GMT  
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Vehicle > Close-Range Infantry.

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Subject: Re: Buggy can kill mammy  
Posted by [Sniper\\_De7](#) on Sat, 01 Oct 2005 00:12:27 GMT  
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How the hell do you kill a stealth tank with a tib sydney without refilling? I think you must be taking credit for other people's work. And yes, anyone with a brain would never lose a vehicle to a tib sydney if they knew what they were doing. (ie engee can repair faster than tib sydney does damage)

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Subject: Re: Buggy can kill mammy  
Posted by [Spoony\\_old](#) on Sat, 01 Oct 2005 01:08:48 GMT  
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Joseph Collins wrote on Fri, 30 September 2005 16:50  
I must play against a lot of stupid people then, considering I can take out Artillery, Stealth Tanks, Apache Helicopters, and pretty much anything other than Light Tanks with my little Tiberium Auto-Rifle.  
Yeah, no shit you play against stupid people. Really, really stupid (and probably blind) people.

RenxShotgun > artillery

That's a big negative. Even if they get close, one arty shell in the chest pwns the shotgunner, or if you can't do that, two or three splash shots gets the job done.

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Subject: Re: Buggy can kill mammy  
Posted by [=HT=T-Bird](#) on Sat, 01 Oct 2005 11:29:37 GMT  
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Spoony wrote on Fri, 30 September 2005 20:08Joseph Collins wrote on Fri, 30 September 2005 16:50

I must play against a lot of stupid people then, considering I can take out Artillery, Stealth Tanks, Apache Helicopters, and pretty much anything other than Light Tanks with my little Tiberium Auto-Rifle.

Yeah, no shit you play against stupid people. Really, really stupid (and probably blind) people.

RenxShotgun > artillery

That's a big negative. Even if they get close, one arty shell in the chest pwns the shotgunner, or if you can't do that, two or three splash shots gets the job done.

Counterpoint: I killed a MLRS with a Shotgunner by approaching it from the SIDE and not opening fire until I got close...

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Subject: Re: Buggy can kill mammy

Posted by [Lijitsu](#) on Sat, 01 Oct 2005 11:58:55 GMT

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Counter Counter point: The driver was an idiot, because even I can kill a Shotgunner in an MRLS at close range.

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Subject: Re: Buggy can kill mammy

Posted by [Spoony\\_old](#) on Sat, 01 Oct 2005 16:09:23 GMT

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Yeah, it'll work against a MRLS if you can sneak up on him.

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Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 01:07:56 GMT

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Sniper\_De7 wrote on Fri, 30 September 2005 17:12How the hell do you kill a stealth tank with a tib sydney without refilling? I think you must be taking credit for other people's work.

It takes 167 Tiberium Auto-Rifle shells and fourty seconds of constant hits to destroy a Stealth Tank. I fail to see why that sounds so unbelievable. I generally don't wander outside our base with these units. I fight stuff that comes into our base. Therefore, there are no Engineers or Technicians to worry about.

On that note, it takes an Engineer 20 seconds to fully repair at Stealth Tank from .25 Health. It takes a Technician 10 seconds. Therefore, you would be quite right if there were either present.

Also. . . It takes 12 shells and thirteen seconds for a Shotgun Trooper to take down an MRLS. Again, only at close-to-point-blank range, under constant damage, and provided you don't die trying. And there's no Engineers around.

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Subject: Re: Buggy can kill mammy

Posted by [Sniper\\_De7](#) on Sun, 02 Oct 2005 04:52:39 GMT

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Since you stated that you kill arties/stanks/apaches with your tib sydney gun that i was saying that you are obviously not doing this by yourself when you go against these people, (except for the occasion where the player really cannot kill you in 40 seconds with a vehicle.) so you can't exactly say you kill stanks unless you literally follow them when they have full health. I've seen plenty of people who think they're doing good despite other people doing most of the damage. What I'm REALLY trying to get at is: The gun fucking sucks. It's horrible. you're much better off using the 150 dollars for osomething else for killing vehicles, say a tank? or at least do it for a weapon that's good at killing vehicles. A gunner or laser chain gunner.

(not that I encourage you to buy a gunner or laser chain gunner because a technician can still easily heal faster than they do damage. ultimately? your best bet is to buy a tank

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Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 06:37:45 GMT

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You obviously don't play in games where people psychotically burst into your base with Stealth Tanks at the drop of a hat and focus on just smashing up buildings, as opposed to trying to fight people who might be attacking them. . . Besides. Stealth Tanks can't hit Infantry that sits right next to them. Everyone knows that. Neither can MRLS trucks. But staying to the (current)topic, most people don't seem intelligent enough to try and wheel around to run infantry over when they're hammering away at their 900 Credit vehicle. Why? I don't know. People just aren't. Me? I'm not stupid enough to wheel into the enemy base and start opening fire by myself. I sit and wait if I feel the need to wander behind enemy lines. Otherwise, we all go together.

As for using Sydney for defending the base. . . When you're unprepared and/or broke, 167 Tiberium Auto-Rifle shells seems like a downright bargain at 150 Credits. Especially when everyone else happens to be hiding inside the building that Stealth Tank is aiming for. Additionally, Tiberium Auto-Rifles do splash damage and tiberium poisoning to Infantry units.(Excluding mutants and Chem. Warriors.) A small rush of Sydneys right at the start of a match can do quite a bit of damage as far as infantry goes. Hell, get three out there and bomb a building. They can more-than-defend against any other low-tier Infantry unit if guarding Timed C4. They also make pretty decent support for an Engineer rush at the start of a game.

My question to you, my friend. With long range, a firing rate of five rounds per second, splash damage, and tiberium poisoning. . .what's not to like about the Tiberium Auto-Rifle? It's one of the very few low-tier Infantry weapons that actually does fairly acceptable damage to Vehicles and Infantry. What more could you possibly want?

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Subject: Re: Buggy can kill mammy

Posted by [Spoony\\_old](#) on Sun, 02 Oct 2005 10:55:29 GMT

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I stand by my statement that you play against people who suck.

You said a Tib Sydney can kill a full-health stank in forty seconds. I'll buy that, and it's a lifetime when there are stanks in your base, since one of them kills a building quicker than that.

Stanks may not be the easiest anti-infantry vehicle but in forty seconds you get forty shots, and to not be able to take a tib sydney out with forty stank shots is just... kinda funny. I'd just aim for the Tib Sydney first, take her out in probably 5 shots or 10 at the most, then repair the minimal damage my stank took.

(This is assuming I use stanks which I hardly ever do, since they kinda suck)

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Subject: Re: Buggy can kill mammy

Posted by [JPNOD](#) on Sun, 02 Oct 2005 10:58:33 GMT

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give raac3 the stank and it won't take more then 2 shots

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Subject: Re: Buggy can kill mammy

Posted by [Spoony\\_old](#) on Sun, 02 Oct 2005 11:04:26 GMT

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well claimed jp. well claimed.

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Subject: Re: Buggy can kill mammy

Posted by [Sniper\\_De7](#) on Sun, 02 Oct 2005 14:31:36 GMT

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167 credits? and I thought I was generally talking about you killing yourself for a tibgun. Anyways, if it was me and i had 167 credits i would never buy a tib sydney to kill vehicles. Never. If i was desperate, or the team was unprepared, as you put it.. I would get enough to buy a rocket soldier(at the very least) since it can kill a stank in a mere 18 seconds compared to 40 seconds for a sydney. a good deal considering it's only 75 dollars more(which isn't hard to get if there's stanks because you can just shoot them with your rifle and get it in your second reload. but truely the best unit for defence for GDI is the gunner or pic.

As for infantry killing, your most effective (aside from snipers) would be an officer, a mere 25 more credits. It shoots twice as fast and does the same damage and it reaches its target quicker. the projectiles for the tib sydney are so slow that you can often dodge them. another pro for the officer is that since it shoots more rounds per second you can kill them quicker because you can get more headshots.

also, no, i don't often come across servers that people rush in with stealth tanks because often times i'm in their base preventing them from buying vehicles; meanwhile there's teammates in our base buying tib sydenys and snipers while i'm left alone in their base. Nod can't buy any vehicles

---

= good game.. it's a big shame the people in our base don't recognize this and buy tanks as soon as they can to help. The only time where a stank rush works when I'm playing is probably in city flying, and that's mostly due to the lack of vehicles out in the field. If the tanks would go in spots where stanks would have to go through to get to our base than the stanks would not come through because i'd see them shooting the tank.

in conclusion: tibsdney sucks horridly.. It's like the tmp of renegade. take the words of someone who's a good player and has been playing for a long time. i don't know exactly how to teach good ways to play because i guess when you play mostly on publics and never had much chance for clanwars against good clans, that you never have a chance to learn. since for the most part you really never need to since the majority of the people who play this game don't repair when they are about to lose a vehicle against something they could have over repaired. they don't repair on the tib field if they're worried about sbhs. they'll either let the enemy take it or they'll die.

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Subject: Re: Buggy can kill mammy  
Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 20:23:13 GMT  
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I'd continue to argue your opinion, but eh. . . I know when I'm beaten. While I don't agree, I'm not going to further argue it. Thanks for your insight.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Mon, 03 Oct 2005 01:17:05 GMT  
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I've discovered that, with enough skill, a Shotgunner can kill an Artillery. And a Stealth Tank apperantly. I killed an Artillery with a Shotgunner and wounded another and a Stealth Tank. I also got booted because Renguard didn't pick up me entering the server. I got disconnected, accidentally hit "abort" on the "Disconnecting from server..." box, and then rejoined. Before I got booted, I manage to kill three Nod Soldiers, two Nod Engineers and ALMOST a Technician with a Shotgunner. One of the Engineers was standing still repairing, and so was the Technician, but I got booted before I could drop the Technician. Someone used the Force Renguard command on me, and since Renguard didn't pick up that I rejoined the server, I got booted. Poor me, I almost won the siege for GDI. We were attacking their Con Yard on Metropolis, and I ran into it, and killed a Nod Soldier, an Engineer, and 4 mines. Almost got the Technician, too! I was like one second away from killing him! Anyway, I retract my statement that a Shotgunner can't kill an MRLS, since I proved myself wrong.

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Subject: Re: Buggy can kill mammy  
Posted by [Spoony\\_old](#) on Mon, 03 Oct 2005 06:34:48 GMT  
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Lijitsu wrote on Sun, 02 October 2005 21:17 I've discovered that, with enough skill, a Shotgunner can kill an Artillery.



That doesn't take skill on the part of the shotgunner, it relies on the fact the artillery driver is a complete dumbass whose keyboard doesn't respond.

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Subject: Re: Buggy can kill mammy

Posted by [Tunaman](#) on Mon, 03 Oct 2005 06:36:36 GMT

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Lijitsu wrote on Sun, 02 October 2005 21:17 I've discovered that, with enough skill, a Shotgunner can kill an Artillery. And a Stealth Tank apparently. I killed an Artillery with a Shotgunner and wounded another and a Stealth Tank. I also got booted because Renguard didn't pick up me entering the server. I got disconnected, accidentally hit "abort" on the "Disconnecting from server..." box, and then rejoined. Before I got booted, I manage to kill three Nod Soldiers, two Nod Engineers and ALMOST a Technician with a Shotgunner. One of the Engineers was standing still repairing, and so was the Technician, but I got booted before I could drop the Technician. Someone used the Force Renguard command on me, and since Renguard didn't pick up that I rejoined the server, I got booted. Poor me, I almost won the siege for GDI. We were attacking their Con Yard on Metropolis, and I ran into it, and killed a Nod Soldier, an Engineer, and 4 mines. Almost got the Technician, too! I was like one second away from killing him! Anyway, I retract my statement that a Shotgunner can't kill an MRLS, since I proved myself wrong.

You'd be surprised how well shotgunners work. Killing an MRLS is pretty easy with one if you approach the back of the MRLS from the side, and make sure to never get in front or behind it. One bad thing is, if they are skilled and get up against a wall, you're pretty much dead.

Also, the damage with headshots is awesome. Close range and they're dead. No matter what soldier. I once got accused of cheating because I killed 4 or 5 saks clustered together in a few seconds. I'm glad that I had rg on and was friends with the admin of the server (who was one of the saks).

Edit: Killing an art with a shotgun is a lil harder though... But possible.

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Subject: Re: Buggy can kill mammy

Posted by [Lijitsu](#) on Mon, 03 Oct 2005 06:47:47 GMT

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You'd be suprised at how fun they are to play, too! I ran around as a Sniper on one map, and then again when the next one rolled around. I died, and swapped to the Shotgunner. When I did, I noticed a dramatic increase in my Anti-Vehicle and Anti-Personel effectiveness. I died alot, but it was worth it! That's the most fun I've had on Renegade in a long time.

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Subject: Re: Buggy can kill mammy

Posted by [Tunaman](#) on Mon, 03 Oct 2005 06:56:01 GMT

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Lijitsu wrote on Mon, 03 October 2005 02:47 You'd be suprised at how fun they are to play, too! I ran around as a Sniper on one map, and then again when the next one rolled around. I died, and

swapped to the Shotgunner. When I did, I noticed a dramatic increase in my Anti-Vehicle and Anti-Personel effectiveness. I died alot, but it was worth it! That's the most fun I've had on Renegade in a long time.

Yeah. I love playing as a shotgunner.

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Subject: Re: Buggy can kill mammy

Posted by [mision08](#) on Mon, 03 Oct 2005 16:06:56 GMT

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A buggy will never take out a healthy mammy. I don't care how close you get, or how shitty the opposition is. If this happens, the player is either AFK, a special needs human or just trying to hinder his/her team. A shotgun trooper vs an mrl? hmm, a simple engineer has 2 remote c4 and 1 timed just in case. If in a rare situation I happened to be a shotgun trooper taken on an mrl. I believe I would toss my timed c4 on it. I am almost positive that 1 timed or 2 remote c4 are sufficient means to neutralize an mrl, arty, buggy, hum-v, orca, Apache, Havoc, Sakura, Hotwire, tech, ect...

A buggy against a mammy! lol, I saw a similar topic before. A buggy taking out an apc and some mediums at field!!! LOL

A side note to the absurd, I have taken a personal challenge of a GDI gunner vs a light tank. After 6 quick kills of his elite gunner, he didn't want to play any more. He finally got the picture and has moved on to other characters and better tactics. still a n00b ass though

Quote:I ran around as a Sniper on one map, and then again when the next one rolled around. I died, and swapped to the Shotgunner. When I did, I noticed a dramatic increase in my Anti-Vehicle and Anti-Personnel effectiveness. Lijitsu You mean decrease? A sniper is no more than a point whore on heavy armor vehicles, but is quite effective on the light armor ones. And unless you snipe from inside a building the shotgun trooper is not the anti personnel character of choice. Even inside a building the remote c4 is arguably the best weapon.

Here is a trick you might not know. TACTIC AND STRATEGY TO FOLLOW!!! If you have no proximity mines available, and use remotes to fortify a building. After you lay the mines you can change to a shotgun trooper and the alt-fire button will still detonate the mines. Stop laughing, I'm positive a n00b will read this. POSITIVE

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Subject: Re: Buggy can kill mammy

Posted by [karmai](#) on Tue, 04 Oct 2005 14:30:23 GMT

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Spoony wrote on Mon, 03 October 2005 02:34Lijitsu wrote on Sun, 02 October 2005 21:17I've discovered that, with enough skill, a Shotgunner can kill an Artillery.

That doesn't take skill on the part of the shotgunner, it relies on the fact the artillery driver is a complete dumbass whose keyboard doesn't respond.

I straight pooned wrs's arty with my shotgunner on complex

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Subject: Re: Buggy can kill mammy  
Posted by [Spoonold](#) on Tue, 04 Oct 2005 17:58:23 GMT  
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yeah, but everyone knows how bad wrs sucks in an artillery.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Wed, 05 Oct 2005 01:43:27 GMT  
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I was attacking a good player. The first two, and only two that hit, shots caught him off guard, because I "ambushed" him from behind a big rock. Then two Stealth Tanks came, and they killed me. Bastards.

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Subject: Re: Buggy can kill mammy  
Posted by [MrWiggles](#) on Thu, 06 Oct 2005 00:42:29 GMT  
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morons, any unit can kill any unit. you have to take into consideration the skill of both players. if one of you n00bs tried to shotgun my arty, id one shot you, garunteed.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Thu, 06 Oct 2005 03:33:47 GMT  
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Yeah, I really believe that. Considering how well I can dodge tank fire, I really think you can "one shot" me.

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Subject: Re: Buggy can kill mammy  
Posted by [MrWiggles](#) on Thu, 06 Oct 2005 12:41:00 GMT  
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lol! k, i will one shot you ren nick plz, ill come find you one day and own the shit outta you

---

Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Fri, 07 Oct 2005 00:14:22 GMT  
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You shouldn't really insult someone then ask them for something. You'll know me when you find me.

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Subject: Re: Buggy can kill mammy  
Posted by [Deathgod](#) on Fri, 07 Oct 2005 16:59:18 GMT  
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Grenadiers >>>>>>>>> Tib Sydney, and they're FREE.

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Subject: Re: Buggy can kill mammy  
Posted by [MrWiggles](#) on Fri, 07 Oct 2005 21:59:20 GMT  
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Lijitsu wrote on Fri, 07 October 2005 01:14 You shouldn't really insult someone then ask them for something. You'll know me when you find me.

n00b

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Fri, 07 Oct 2005 23:30:40 GMT  
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Wow. An idiot just called me a noob. I'm not gonna flame him. I'm just going to point him towards the nearest DJM to try and do that to. \*Points at DJM\* Go and piss him off. That's some world class flamin' he can do.

---

Subject: Re: Buggy can kill mammy  
Posted by [No0bOfRen](#) on Sat, 08 Oct 2005 12:09:13 GMT  
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Wow Usefull inf0 there

---

Subject: Re: Buggy can kill mammy  
Posted by [Dave Mason](#) on Sat, 08 Oct 2005 12:15:14 GMT  
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MrWiggles wrote on Fri, 07 October 2005 22:59 Lijitsu wrote on Fri, 07 October 2005 01:14 You shouldn't really insult someone then ask them for something. You'll know me when you find me.

n00b

You show the intelligence of an amoeba. You don't have a clue do you? You wouldn't know a clue if it ran up to you and shouted "I AM A CLUE!"

---

First of all, not only is "n00b" the most pathetically overused, unintelligent, dim-witted, non-offensive, boring, tedious, retarded, mind-fuckingly wearisome of insults commonly used today but ironically, it makes you look the idiot.

Anybody who uses the "insult" n00b, makes me want to force feed them sulphuric acid.

The word has actually grown so old that it infuriates me to see 12-year old morons such as yourself acting the big man when you use it.

Please do us all a favour and relocate to the underside of a falling anvil.

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Subject: Re: Buggy can kill mammy  
Posted by [Dave Mason](#) on Sat, 08 Oct 2005 12:16:02 GMT  
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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Sat, 08 Oct 2005 12:27:38 GMT  
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Lijitsu wrote on Fri, 07 October 2005 19:30That's some world class flamin'

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Subject: Re: Buggy can kill mammy  
Posted by [MrWiggles](#) on Tue, 11 Oct 2005 13:20:27 GMT  
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DJM wrote on Sat, 08 October 2005 08:15MrWiggles wrote on Fri, 07 October 2005 22:59Lijitsu wrote on Fri, 07 October 2005 01:14You shouldn't really insult someone then ask them for something. You'll know me when you find me.

n00b

You show the intelligence of an amoeba. You don't have a clue do you? You wouldn't know a clue if it ran up to you and shouted "I AM A CLUE!"

First of all, not only is "n00b" the most pathetically overused, unintelligent, dim-witted, non-offensive, boring, tedious, retarded, mind-fuckingly wearisome of insults commonly used today but ironically, it makes you look the idiot.

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The word has actually grown so old that it infuriates me to see 12-year old morons such as

yourself acting the big man when you use it.

Please do us all a favour and relocate to the underside of a falling anvil.

I'm 17, you suck at Renegade, get a life.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Tue, 11 Oct 2005 13:27:23 GMT  
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MrWiggles wrote on Tue, 11 October 2005 09:20you suck at Renegade, get a life.

Oh my God. J Ball, I think the Adamain Principle just showed itself again.

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Subject: Re: Buggy can kill mammy  
Posted by [MrWiggles](#) on Tue, 11 Oct 2005 17:39:03 GMT  
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The only reason me, Spoon, and other people who can actually PLAY the game, read these forums, is to get a good chuckle off of the idiotic things you n00bs post here. For example, read my signature, pure hilarity. Even this thread, "BUGGY CAN KILL MAMMY". Real intelligence over here, the best of the best post on the Renegade forums.

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Subject: Re: Buggy can kill mammy  
Posted by [Renerage](#) on Tue, 11 Oct 2005 21:57:12 GMT  
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May be irrelevant, but here goes.

If i EVER see a mammy get PWNED, ONE ON ONE by a buggy, then rest my soul im quitting renegade.

P.S. Providing they werent cheating and both players were skilled.

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Subject: Re: Buggy can kill mammy  
Posted by [Lijitsu](#) on Wed, 12 Oct 2005 01:22:16 GMT  
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MrWiggles wrote on Tue, 11 October 2005 13:39The only reason me, Spoon, and other people who can actually PLAY the game, read these forums, is to get a good chuckle off of the idiotic things you n00bs post here. For example, read my signature, pure hilarity. Even this thread,

"BUGGY CAN KILL MAMMY". Real intelligence over here, the best of the best post on the Renegade forums.

Spoony comes here more for the that, retard.

I still say you've just revitalised the Adamain Principle.

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Subject: Re: Buggy can kill mammy

Posted by [Spoony\\_old](#) on Thu, 13 Oct 2005 02:48:52 GMT

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MrWiggles wrote on Tue, 11 October 2005 13:39The only reason me, Spoony, and other people who can actually PLAY the game, read these forums, is...

When I need a spokesperson, I'll ask.

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Subject: Re: Buggy can kill mammy

Posted by [karmai](#) on Thu, 13 Oct 2005 13:53:14 GMT

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mrwiggles..... considering you started playing this game for real like a month ago.. you cant really flame these people.. spoony doesnt really flame them either :/ I dont read this forum just to laugh at people.. just to argue tactics and such

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Subject: Re: Buggy can kill mammy

Posted by [Dr. Lithius](#) on Fri, 14 Oct 2005 23:00:56 GMT

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cheekay77 wrote on Tue, 11 October 2005 14:57May be irrelevant, but here goes.

If i EVER see a mammy get PWNED, ONE ON ONE by a buggy, then rest my soul im quitting renegade.

P.S. Providing they werent cheating and both players were skilled.Seconded. 'course, thanks to Second Life, I've pretty much quit playing much of anything else anyway, so. . . =P

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Subject: Re: Buggy can kill mammy

Posted by [Renerage](#) on Fri, 14 Oct 2005 23:06:40 GMT

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Joseph Collins wrote on Fri, 14 October 2005 19:00cheekay77 wrote on Tue, 11 October 2005 14:57May be irrelevant, but here goes.

If i EVER see a mammy get PWNED, ONE ON ONE by a buggy, then rest my soul im quitting renegade.

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P.S. Providing they werent cheating and both players were skilled.Seconded. 'course, thanks to Second Life, I've pretty much quit playing much of anything else anyway, so. . . =P

(ducks head and gets ready for bashing)

Is second life a game? Sry, ive been out of gaming for awhile, i dont know whats hot and whats not anymore.

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