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Subject: The losers tactic...

Posted by [Alexraptor](#) on Fri, 10 Mar 2006 15:19:12 GMT

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Simple, just Whine

Seriously its just sad how some n00b's whine.

In games like counter strike and such camping is usually something thats tabu. but ive been playing renegade for a year now, and never has anyone whined about camping.

Walls\_flying, I was GDI, NOD was getting raped, in the end they started whining about me camping. All i did was in an orca, stick close to base, and intercept any incomming attacks. i mean geez, can i help it that the NOD team sucked at defense?

They should get out in the real world, any military, fictional or real world has interception units that dont go on the offensive but intercept incomming enemies, and thats exactly what i did. First time i heard ppl whining about it.

so the Tactic here is for n00bs: Whine

the tactic for non n00bs: Interception

Keeping a player or two for interception is a good defense. i notice alot that its a common mistake for players to put to much firepower in offensive actions and leave the base vulnurable for attack. i dont know how many times its happend on walls\_flying that the base gets blown up during an offensive operation.

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Subject: Re: The losers tactic...

Posted by [Ma1kel](#) on Fri, 10 Mar 2006 18:20:54 GMT

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Terrorists: GOM US CAMPERS!!11

US: PUT DOWN THOSE KAMI HAXS!!!1

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Subject: Re: The losers tactic...

Posted by [flyingfox](#) on Sat, 11 Mar 2006 01:49:49 GMT

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Remember, it's Nod, not NOD.

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Subject: Re: The losers tactic...

Posted by [mision08](#) on Sat, 11 Mar 2006 01:53:35 GMT

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The objective is to win the game. So, I just let them bitch as I plant my camper lilies. Hell, that is

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the tactic for GDI at Hourglass on a timed server.

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Subject: Re: The losers tactic...

Posted by [\\$c0p3](#) on Sat, 11 Mar 2006 03:51:21 GMT

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flyingfox wrote on Fri, 10 March 2006 20:49Remember, it's Nod, not NOD.

fucking loser

BTW Karmai, haha you were right!

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Subject: Re: The losers tactic...

Posted by [Dave Mason](#) on Sat, 11 Mar 2006 12:47:37 GMT

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\$c0p3 wrote on Sat, 11 March 2006 03:51flyingfox wrote on Fri, 10 March 2006 20:49Remember, it's Nod, not NOD.

fucking loser

BTW Karmai, haha you were right!

Capital letter, full stop.

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Subject: Re: The losers tactic...

Posted by [notmany15](#) on Sat, 11 Mar 2006 17:21:20 GMT

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So is flyingfox the new ACK?

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Subject: Re: The losers tactic...

Posted by [gufu](#) on Sat, 11 Mar 2006 17:23:06 GMT

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Nah... just a prentis

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Subject: Re: The losers tactic...

Posted by [Dover](#) on Mon, 27 Mar 2006 20:38:21 GMT

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Newb = Whining  
Pro = Winning

I have to agree. I've played so many games where newbs will be screwing around in the tunnels with snipers, and when their PP or ref gets blown up all I hear is "WTF?!?!?!?!".

"Wtf"? You really wanna know? You suck, and you don't play as a team. You'd be better suited playing some game like Counter-Strike, where you can afford to go rouge and still win if you shoot straight enough.

Or the newbs that complain when their MLRS/Artilery or orca/apache gets killed by a noobj, and they think someone is hacking. Or the people who enter the server, accuse the current MVP of cheating, and leave. I hate people like that. Hate, hate, hate, hate, hate hate.

Bah, now I'm angry...

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Subject: Re: The losers tactic...  
Posted by [Greathobo](#) on Sun, 16 Apr 2006 02:18:03 GMT  
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flyingfox wrote on Fri, 10 March 2006 19:49Remember, it's Nod, not NOD.  
Isn't it "The Brotherhood of Nod?" Of course, I'm not your brother. Hehe...

Anyhow, I find that this hatred of "camping" exists because people get annoyed at it. But then, just because some people think it's annoying, it doesn't mean that it's wrong. For example, I often get annoyed at people for minor things, like being alive, or even something as petty as their address. But this does not mean that they should die or anything, right? Unfortunately, people tend not to be reasonable. Damned natural selection should be speeded up...

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Subject: Re: The losers tactic...  
Posted by [Tunaman](#) on Sun, 16 Apr 2006 17:16:21 GMT  
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Dover, you don't know how hilarious it is to see "WTF YOU GUYS SUCK" when you're playing a 12 vs 12 after your powerplant gets destroyed, and then hit j to see what characters your teammates are and realize that you are the only one who isn't a deadeye or havoc. And then once you try to explain that deadeyes and havoc's dont win the game, to which they reply, "Look at your kd ratio! You have 6 kills and 4 deaths while I have 18 kills and 3 deaths!"...

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Subject: Re: The losers tactic...  
Posted by [renwarrior](#) on Mon, 17 Apr 2006 13:42:59 GMT  
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i dont like camping very much. like on hourglass (i think) if u just sit on top of the hill and shoot at ur enemies base...wheres the skill in that? its rather noobish i think. but hey thats my opinion. btw what severs do u guys play on? i've never really heard people complain much.

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Subject: Re: The losers tactic...

Posted by [Sniper\\_De7](#) on Mon, 17 Apr 2006 14:01:47 GMT

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renwarrior wrote on Mon, 17 April 2006 08:42i dont like camping very much. like on hourglass (i think) if u just sit on top of the hill and shoot at ur enemies base...wheres the skill in that? its rather noobish i think. but hey thats my opinion. btw what severs do u guys play on? i've never really heard people complain much.

Why wouldn't there be skill in going on top of the hill? Are you saying that it doesn't take skill to shoot the buildings? Well you're right, but how's that any different if you went on the sides? You can take out people on the hill with - get this - teamwork. The reason why hillcamping should be allowed is it stops the ability from a team from camping down in their base teh entire game. It means they actually have to go out and DO something. The only thing restricting going on the hill does, is encourage people to camp in their base, since you'd actually have to travel UP the hill to stop people from shooting your base. It's really stupid for one team to rush a full 7 med tanks or something and then be able to be stopped by just some arts and techs. Why server owners don't realize hillcamping is good is beyond me.

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Subject: Re: The losers tactic...

Posted by [renwarrior](#) on Mon, 17 Apr 2006 14:42:33 GMT

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good point, but u'd hav more success working as a team if u where to rush your enemies base. the problem with hillcamping on hourglass are the base defenses and ramjet rifles. any noob can hill camp and take out a building and think they r great, but then there are some players who will rush, fight the enemy head on and be more successful. thats skill.

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Subject: Re: The losers tactic...

Posted by [mrpirate](#) on Mon, 17 Apr 2006 14:51:50 GMT

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How does rushing require any skill? All you have to do is drive forward and shoot at a building. A monkey could do that. If you ask me, more skill, as well as teamwork, is required to hold a position like the top of the hill. After all, to keep the hilltop you have to consistently be better than whoever is trying to take it back from you, not just rush them en masse. Also, I'd say that rushing is less likely to be successful than "hill camping." When I think of games where GDI has won Hourglass even after losing the AGT or Power Plant, or whatever, it's because instead of putting sustained pressure on GDI and grinding them down, Nod keeps trying to rush with 3 or 4 Stealth Tanks

against a base full of Mammoth Tanks and PICs and Mobiuses. GDI can stop the rush and get a comfortable points lead. It's far easier to win a game if you can control the field rather than hope that your enemy is too disorganized to stop a rush.

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Subject: Re: The losers tactic...  
Posted by [renwarrior](#) on Mon, 17 Apr 2006 15:00:28 GMT  
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yes but when you rush your enemy not only do you have to shoot at the obe/agt, but you have to take care of your enemy as well. true you just have to drive and shoot but in the mist of chos of 4 or 5 tanks blazing in front of you,mines getting you and lag,its not so easy.where as camping,all u need area few people defeding you while you attack

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Subject: Re: The losers tactic...  
Posted by [PlastoJoe](#) on Mon, 17 Apr 2006 16:27:03 GMT  
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I think most of the maps are very conducive to camping and/or rushing and, as a result, very little strategy on anybody's part is required. I know it's generally impractical, but I wish just once I could find a game where teams try to outflank each other in an actual full-scale battle than just having two small skirmishing bases ram 8 or fewer vehicles into each other constantly. And no one ever has any infantry-only games. If someone had a basic-classes-only game, I would play it for the change of pace.

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Subject: Re: The losers tactic...  
Posted by [Sniper\\_De7](#) on Mon, 17 Apr 2006 18:29:14 GMT  
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Anyone who's ever played renegade with an ounce of getting better knows \*when\* to rush. It's moronic to rush a base full of tanks. Why people get this, I don't know. It's also why it's better to not run up to the front of Nod's base if you're on GDI, and just stay in the field until you actually kill whatever vehicles might prevent you from getting a successful rush.

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Subject: Re: The losers tactic...  
Posted by [renwarrior](#) on Mon, 17 Apr 2006 20:29:49 GMT  
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xphraze i think (not sure how to spell) has an infantry only sever.  
the maps are too small and the vec limit is too small to hav an all out war. 8 or so tanks isnt that many when u think about it on a large scale map.

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