
Subject: In game Team Leaders
Posted by [Craigimir](#) on Fri, 30 Jun 2006 11:47:11 GMT
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Before I start I would like to point out that I know this is a game and it is all ment to be fun so if we could skip the comments of "lighten up its only a game" etc that would be great!

I was just wondering what everyone thought to the idea of in game leaders for each team. I am asking this because the friendly games that I play always have lots of people in but they are all doing their own thing, taking a tank off somewhere, playing around in orcas, etc.

Again I agree that this is a game and so it is meant to be fun and if you want to do that to have fun then why shouldn't you. It isn't however, as much fun to have the other side who have got their asses in gear, launch a well planned attack against you and take out a few key buildings which results in you walking around as an engy or shotgun trooper for the rest of the game. Not to mention the other serious players in the game get annoyed when they are trying to rally together troops in order to do their own attack.

Which is why I was wondering how possible it would be to have nominated in game leaders on each side to bring a bit of order to the gaming process. Whether these leaders be voted by the playing members or based on their rank in ladders or point systems. Again this was only a thought so there may be kinks in this idea.

But i was thinking that team leaders would be good to give clear orders to the team so that attacks could be organized quicker and with out squabbling between players who think its better to do this or that.

Anyway, just a thought.

Subject: Re: In game Team Leaders
Posted by [Ma1kel](#) on Fri, 30 Jun 2006 12:09:42 GMT
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Dragonade has a special feature that allows players to be polled "commander"; these commanders have special abilities and commands to do team messages.

Subject: Re: In game Team Leaders
Posted by [IronWarrior](#) on Fri, 30 Jun 2006 12:40:25 GMT
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Having leaders in most games are useless, mostly cause everyone is a fething n00b case who couldnt organsize a shit sandwich to save their lifes.

Subject: Re: In game Team Leaders
Posted by [Sniper_De7](#) on Fri, 30 Jun 2006 12:44:57 GMT
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Sadly, people won't listen anyways, so it's generally pointless, unless some idiot decides to get an idea to flame tank rush the field even though there's already tons of med tanks out there and promptly gets the shit knocked out of them. This does not deter it from happening again, unfortunately

Subject: Re: In game Team Leaders
Posted by [mision08](#) on Sat, 01 Jul 2006 18:19:40 GMT
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lighten up its only a game

Subject: Re: In game Team Leaders
Posted by [Kamuix](#) on Sat, 01 Jul 2006 20:30:08 GMT
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Yea a game, Kinda like Battlefield 2

Subject: Re: In game Team Leaders
Posted by [Lijitsu](#) on Sun, 02 Jul 2006 07:40:39 GMT
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IWarriors wrote on Fri, 30 June 2006 08:40Having leaders in most games are useless, mostly cause everyone is a feathing n00b case who couldnt organsize a shit sandwich to save their lifes. Rofl.

Subject: Re: In game Team Leaders
Posted by [Dr. Lithius](#) on Sun, 02 Jul 2006 08:11:23 GMT
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I "rofl" your Mom. Oh snap!

ahem Team Leaders are a good theory, but hardly practical outside of clan games, seeing as most people who aren't in a clan have the organization skills of free-range caddle. But then again, I suppose it's better to be free like caddle instead of a herd of mindless sheep following their Shephard into the abyss.

OMG NOD RELIGUS PROPAGANDA FTW

Subject: Re: In game Team Leaders
Posted by [xtaro](#) on Mon, 03 Jul 2006 08:20:22 GMT
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Dr. Lithius wrote on Sun, 02 July 2006 03:11 "rofl" your Mom. Oh snap!

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OMG NOD RELIGUS PROPAGANDA FTW

yeah those caddle sho is free rangin mofos...

Every time you post, an english teacher commits suicide

Subject: Re: In game Team Leaders
Posted by [Ma1kel](#) on Mon, 03 Jul 2006 11:43:51 GMT
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Isn't it; A teacher English?

Subject: Re: In game Team Leaders
Posted by [mripirate](#) on Mon, 03 Jul 2006 16:08:26 GMT
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no

Subject: Re: In game Team Leaders
Posted by [candc5297](#) on Mon, 03 Jul 2006 20:09:11 GMT
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in some of the better games you can poll a commander (see blackcell) they can order you stuff and the noobs mostly listen to them

Subject: Re: In game Team Leaders
Posted by [Lunawolfy225](#) on Mon, 03 Jul 2006 20:58:18 GMT
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Team captins sounds good

Subject: Re: In game Team Leaders
Posted by [Dr. Lithius](#) on Tue, 04 Jul 2006 01:53:23 GMT
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xtaro wrote on Mon, 03 July 2006 01:20 Notice: This post has been edited for grammar and spelling.

Yeah, those "caddle" sho' is free-rangin' mofos...

Every time you post, an English Teacher commits suicide.
Well, luckily for me, there will always be upstanding citizens like yourself who liberally teach those several individuals the error of their typographical ways. God bless you, sir. God bless you.

Subject: Re: In game Team Leaders
Posted by [IronWarrior](#) on Tue, 04 Jul 2006 02:31:23 GMT
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xtaro wrote on Mon, 03 July 2006 03:20 Dr. Lithius wrote on Sun, 02 July 2006 03:11 I "rofl'd" your Mom. Oh snap!

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Every time you post, an english teacher commits suicide

Quiet, you are in no postion to comment on someones English when you´re post wasnt that good, can you spot the mistakes`?

I spot four.

Subject: Re: In game Team Leaders
Posted by [Spoony](#) on Tue, 04 Jul 2006 09:47:21 GMT
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In-game leaders who actually know what they're doing are few and far between.

Subject: Re: In game Team Leaders

Posted by [Dave Mason](#) on Tue, 04 Jul 2006 16:33:23 GMT

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IWarriors wrote on Tue, 04 July 2006 03:31xtaro wrote on Mon, 03 July 2006 03:20Dr. Lithius wrote on Sun, 02 July 2006 03:11I "roflod" your Mom. Oh snap!

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Every time you post, an english teacher commits suicide

Quiet, you are in no postion to comment on someone's English when you´re post wasn't that good, can you spot the mistakes`?

I spot four.

Yes, four.

Subject: Re: In game Team Leaders

Posted by [IronWarrior](#) on Tue, 04 Jul 2006 16:42:44 GMT

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Dave Mason wrote on Tue, 04 July 2006 18:33IWarriors wrote on Tue, 04 July 2006 03:31xtaro wrote on Mon, 03 July 2006 03:20Dr. Lithius wrote on Sun, 02 July 2006 03:11I "roflod" your Mom. Oh snap!

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yeah those caddle sho is free rangin mofos...

Every time you post, an english teacher commits suicide

Quiet, you are in no postion to comment on someone's English when you´re post wasn't that good, can you spot the mistakes`?

I spot four.

Yes, four.

You can stfu you wannabe american.

Subject: Re: In game Team Leaders
Posted by [Dave Mason](#) on Tue, 04 Jul 2006 16:49:12 GMT
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I'm happy being English thanks.

Subject: Re: In game Team Leaders
Posted by [Berkut](#) on Tue, 04 Jul 2006 21:07:38 GMT
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Quote:I'm happy being English thanks.

WTF are "English thanks?" You forgot the comma.

Subject: Re: In game Team Leaders
Posted by [MexPirate](#) on Wed, 05 Jul 2006 09:42:33 GMT
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How does trying to preserve the ENGLISH language make him a wannabe American?

Subject: Re: In game Team Leaders
Posted by [Dover](#) on Thu, 06 Jul 2006 03:12:03 GMT
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He means he's from England...

[BackOnTopic]

In-game team leaders do exist, to an extent. At least on NS an in-game team leader is someone who commands respect, usually through the results he or she give while playing.

But nobody can get n00b team-hampering joe to cooperate, so there's little point in making it offical.

Subject: Re: In game Team Leaders
Posted by [mision08](#) on Thu, 06 Jul 2006 03:21:55 GMT
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In game commander = extra spamming in server and client logs, nothing more.

Subject: Re: In game Team Leaders
Posted by [Dover](#) on Thu, 06 Jul 2006 14:51:47 GMT
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Lies. That's just a spammer

Subject: Re: In game Team Leaders
Posted by [mision08](#) on Thu, 06 Jul 2006 16:21:59 GMT
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Dover wrote on Thu, 06 July 2006 09:51Lies. That's just a spammer
Queer?

Subject: Re: In game Team Leaders
Posted by [Homey](#) on Sun, 09 Jul 2006 11:13:29 GMT
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I try and get rushes going, usually works as long as a couple good players are around. It works best in clan games, that was harder though, playing and making sure everyone is doing what they should.

Subject: Re: In game Team Leaders
Posted by [karmai](#) on Mon, 10 Jul 2006 13:34:31 GMT
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i generally listen to the channel commander in teamspeak !

Subject: Re: In game Team Leaders
Posted by [Zombieguy](#) on Thu, 01 Feb 2007 18:42:06 GMT
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Dude man you are so right.

We need these commanders. I can be bold and say I am one such commander. When I enter a game, I ALWAYS remind the n00bs to WARN each other and keep information flowing.

There is no team work whatsoever. Every n00b is doing what he wants...like buying an apc and rushing GDI on their damn own!

We got to have voice over ip! That could beat some sense to these n00bs.

Subject: Re: In game Team Leaders
Posted by [MexPirate](#) on Thu, 01 Feb 2007 18:51:57 GMT
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hey zombie if you are soo good and stuff why can't you realise that posting and replying to people from ancient posts is pretty retarded.

Subject: Re: In game Team Leaders
Posted by [Zombieguy](#) on Thu, 01 Feb 2007 21:03:08 GMT
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MexPirate wrote on Thu, 01 February 2007 12:51hey zombie if you are soo good and stuff why can't you realise that posting and replying to people from ancient posts is pretty retarded.

HAHAH! Well, I have to say something. Besides, I got Renegade only 2 weeks ago. And so quite naturally, I got to brag about it.

Subject: Re: In game Team Leaders
Posted by [puddle_splasher](#) on Mon, 05 Feb 2007 06:50:53 GMT
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Zombieguy wrote on Thu, 01 February 2007 12:42
We need these commanders. Every n00b is doing what he wants...like buying an apc and rushing GDI on their damn own!

HA! HA! HA! The "newbie" of 2 weeks calling players noobs.

More than likely they are single handedly attacking the base but they may be straffing infantry and tanks or point-whoring the harvy.

It is a great way to get a lot of points early on.

Get a head-set and use "team-speak". Any attacks are much better co-ordinated and that way you

know exactly what is going to happen. Commanders only work in clans or team-speak and generally speaking, only, for the length of the attack.

Subject: Re: In game Team Leaders
Posted by [Renegade](#) on Mon, 05 Feb 2007 08:55:16 GMT
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Zombieguy wrote on Thu, 01 February 2007 16:03MexPirate wrote on Thu, 01 February 2007 12:51hey zombie if you are soo good and stuff why can't you realise that posting and replying to people from ancient posts is pretty retarded.

HAHAH! Well, I have to say something. Besides, I got Renegade only 2 weeks ago. And so quite naturally, I got to brag about it.

Challenge you to 1 Vs. 1.
You up for a challenge?

Subject: Re: In game Team Leaders
Posted by [Sniper_De7](#) on Mon, 05 Feb 2007 11:06:08 GMT
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stfu..

Subject: Re: In game Team Leaders
Posted by [MexPirate](#) on Mon, 05 Feb 2007 12:44:07 GMT
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cheekay77 wrote on Mon, 05 February 2007 02:55Zombieguy wrote on Thu, 01 February 2007 16:03MexPirate wrote on Thu, 01 February 2007 12:51hey zombie if you are soo good and stuff why can't you realise that posting and replying to people from ancient posts is pretty retarded.

HAHAH! Well, I have to say something. Besides, I got Renegade only 2 weeks ago. And so quite naturally, I got to brag about it.

Challenge you to 1 Vs. 1.
You up for a challenge?

Sure thing, I will play you.

Subject: Re: In game Team Leaders
Posted by [Renerage](#) on Mon, 05 Feb 2007 12:50:17 GMT
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Ok, Wheter or not i lose is besides the point.
I have to work tonight, and ive been up all night.
(working 5-12)

Therefore, im going to bed now, you up for a game tomorrow around, say maybe, 2Pm EST?

Add my msn then. Itll be easier.

Subject: Re: In game Team Leaders
Posted by [MexPirate](#) on Mon, 05 Feb 2007 13:43:38 GMT
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cheekay77 wrote on Mon, 05 February 2007 06:50Ok, Wheter or not i lose is besides the point.
I have to work tonight, and ive been up all night.
(working 5-12)

Therefore, im going to bed now, you up for a game tomorrow around, say maybe, 2Pm EST?

Add my msn then. Itll be easier.

tomorrow will likely be seeing the gf, will be around till about 7 EST tonight (midnight GMT) or
should be free wednesday.

Good Luck

Subject: Re: In game Team Leaders

Posted by [Zombieguy](#) on Tue, 06 Feb 2007 18:32:09 GMT

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Nevermind. 3 weeks of Renegade and I have had it; I have uninstalled it. Boring stuff. Thanks to all for your kind welcome. Bye.

Subject: Re: In game Team Leaders

Posted by [mrpirate](#) on Tue, 06 Feb 2007 19:22:22 GMT

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^ haha?

Subject: Re: In game Team Leaders

Posted by [MexPirate](#) on Tue, 06 Feb 2007 19:40:04 GMT

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haha, wtf man - u sure helped with your useful tips though...

Subject: Re: In game Team Leaders

Posted by [Renerage](#) on Tue, 06 Feb 2007 20:32:19 GMT

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Hey Mex, I didnt dodge you, i just didnt wake up.
3:30 now, i was supposed to play you at 2.

Reschedule?

I have to take girlfriend to get her nails done...but later on tonight im free as a whistle (around 10)

Subject: Re: In game Team Leaders

Posted by [MexPirate](#) on Tue, 06 Feb 2007 21:33:10 GMT

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just look me up on msn man - i added you. might be a bit busy this week now though.
