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Subject: My Two Cents on Non00bs  
Posted by [Dr. Lithius](#) on Sun, 02 Jul 2006 07:55:21 GMT  
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Edit: You know what? Nevermind. I'm going to post this where it's most relevant... The Ren-Archives forums.

Second Edit: Alright, for those who're curious, I posted the following:Quote:Well, "non00bs" is on my "List," now. And it takes quite a lot to get on said "List". But to summarize, it's a horrible, horrible server. Tunnel beaconing out the ass... Useless community... Lack of moderators... Moderators who don't do jack about anything...useful. But I do have to admit, one Moderator in particular was especially kind to me. One by the name of "dog455555". Yeah, real nice guy. When I alerted him to GDI's ceaseless tunnel beacon spamming, his respond was, and I quote, "O.O". And that's it. I then later asked what server I'd managed to jump into(seeing as my memory sucks and I just picked one where Nod was lacking people, seeing as I wanted to take a screenshot of a stealthed Stealth Tank) and he replied "Non00bs. So go away." My, how socialable! That certainly is Grade-A moderator material there! Must get these folk from some real ripe stuff, I tell you what.

Yeah. Despite its apparent popularity, I'm convinced from today's thirty minutes there that it sucks. Hard. And it's sad that I found this out over the course of only thirty minutes, too. But yeah. I think Non00bs should be Ion Cannon spammed right off the Internet.

But that's just my two cents. ...well, not entirely. But if I continue, I'm certain I'll say something that will jeopardize my status as an upstanding member of this community, Heaven forbid. If you have anything to say either for or against what I've said, take it to this thread instead of cluttering up this post. Why? Drama.

Peace.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Spoony](#) on Sun, 02 Jul 2006 17:03:16 GMT  
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You alerted a moderator to something that's allowed in the server? I fail to see what that will achieve.

And if you only joined so you could take a screenshot of a tank, don't expect the server to go out of their way to accommodate you. As for the server being "Ion Cannon spammed off the internet" over a situation in which you were wrong on both counts, I think you're being a little over-dramatic.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Sniper\\_De7](#) on Sun, 02 Jul 2006 17:55:29 GMT  
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to quote you... Dr. Lithius!t's their server, it's their rules

Hypocrit?

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Subject: Re: My Two Cents on Non00bs  
Posted by [IronWarrior](#) on Sun, 02 Jul 2006 18:51:13 GMT  
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Couldnt be assed to make an account over there so I mostly agree with what you said, you should try to play at HyperAOW, we have active mods who do their job.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Dr. Lithius](#) on Sun, 02 Jul 2006 19:31:19 GMT  
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What part of "I joined a random server" did you not catch, folks? I'm not purposely being a hypocrite as I never read the rules to the server, alright? I swear, you people swarm like locusts when someone does something stupid, even when it's purely inedverted. Besides, that doesn't change the fact the single moderator on-duty was an ass to me instead of simply stating "Hey. Tunnel-beaconing is allowed here. Please calm down."

Ya know what really fries me, though? They weren't even doing it right. Instead of using it to destroy the Tiberium Refinery, they were just spamming it to point-whore. Which is bullshit. If you're gonna do something that asinine, I say at least do it right.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Ma1kel](#) on Sun, 02 Jul 2006 22:16:31 GMT  
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Can't you just understand the fact that the higher the server is listed in the Game Listenings, the more noobs there play in?

And dog455555 is a complete idiot.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Canadacdn](#) on Sun, 02 Jul 2006 22:19:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Non00bs does blow ass, I never play there.

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Subject: Re: My Two Cents on Non00bs  
Posted by [=HT=T-Bird](#) on Sun, 02 Jul 2006 22:30:45 GMT  
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Ma1kel wrote on Sun, 02 July 2006 17:16 Can't you just understand the fact that the higher the server is listed in the Game Listenings, the more noobs there play in?

And dog455555 is a complete idiot.

I agree with the first point wholly. The n00bs seem to congregate in servers such as NS, RA, NoN00bs, and Jelly; (BC gets some too), while there are servers (such as HT's) that practically never get activity due to the a00000 nick race...:'(

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Subject: Re: My Two Cents on Non00bs  
Posted by [Dr. Lithius](#) on Sun, 02 Jul 2006 23:33:55 GMT  
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Ma1kel wrote on Sun, 02 July 2006 15:16 Can't you just understand the fact that the higher the server is listed in the Game Listenings, the more noobs there play in? Well...yeah. 'cause n00bs are lazy and don't feel like pressing the Page Down key/clicking the "Next Page" button/browsing the servers altogether. Truth be told, I just generally hop on populated servers, which generally coincides with the aforementioned "n00b Rule of Thumb". Eh.

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Subject: Re: My Two Cents on Non00bs  
Posted by [AmunRa](#) on Mon, 03 Jul 2006 00:39:01 GMT  
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Ma1kel wrote on Sun, 02 July 2006 18:16 Can't you just understand the fact that the higher the server is listed in the Game Listenings, the more noobs there play in?

And dog455555 is a complete idiot.

You are totally right man, dog455555 IS a complete idiot! He disgraces that server with his modship, shame on magic for that >.>

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Subject: Re: My Two Cents on Non00bs  
Posted by [remek](#) on Mon, 03 Jul 2006 02:38:10 GMT  
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despite all the crying, non00bs has the best players among all communités except clanwars.cc and maybe jelly games.

before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us. if you think im wrong then go ahead and set up another game. you pick 15-20 players from the top of your list and i will pick non00bs regurals.

i agree with the part that moderators treat others like shit, but hey, welcome to the internetS!

also

IcyyTouchNon00bs has a different type of gaming atmosphere. If you don't play to win every game then you won't like it there. The quality of players in the server aren't matched anywhere else. We've challenged every community and won each time, except against Clanwars, which really isn't a server community.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Dr. Lithius](#) on Mon, 03 Jul 2006 02:59:39 GMT  
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Bah. I play to have fun a lot of the time. It's just a goofy-ass game, afterall, like World of Warcraft. Now if you wanna go prove your supreritory some place, go play some real stuff, like paintball, or better yet, Airsoft. Now thens some "win-or-die" kind'a games. Shit, even Dance Dance Revolution is like that to a degree. Renegade? Not so much so considering things like...I dunno... You run around and jump and bounce and can still land a perfect headshot with the Sniper Rifle if you're lucky. XD

Don't mind me. I'm a little hyper, so I'm babbling.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Whitedragon](#) on Mon, 03 Jul 2006 03:04:54 GMT  
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Having good players doesnt count for anything if you have crappy rules(tunnel beaconing allowed? wtf?) and mods.

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Subject: Re: My Two Cents on Non00bs  
Posted by [z310](#) on Mon, 03 Jul 2006 03:53:49 GMT  
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remek wrote on Sun, 02 July 2006 22:38despite all the crying, non00bs has the best players among all communitis except clanwars.cc and maybe jelly games. before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us. if you think im wrong then go ahead and set up another game. you pick 15-20 players from the top of your list and i will pick non00bs regurals.

i agree with the part that moderators treat others like shit, but hey, welcome to the internetS!

I've been challenged a lot more in BBF's server than in NoN00bs' and Jelly's 18 player server.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Spoony](#) on Mon, 03 Jul 2006 03:53:50 GMT

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Whitedragon wrote on Sun, 02 July 2006 23:04 Having good players doesnt count for anything if you have crappy rules(tunnel beaconing allowed? wtf?) and mods.  
We could disallow tunnel beaconing and change whatever rules our opposing community asked for (considering the fact that we generally played by our opponents' rules in all the community matches so far) and still come out on top...

As for why tunnel beaconing's allowed, there are valid reasons, believe it or not.

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Subject: Re: My Two Cents on Non00bs  
Posted by [remek](#) on Mon, 03 Jul 2006 03:55:38 GMT  
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players are the ones that sets a certain server standards (skill/fun/mood/w/e).  
crappy ruleS or crappy rule? other than tunnel beaconing non00bs runs the same set of rules as any other server. theres a reason why its allowed; to take advantage of having control over the tunnel. also tunnel beaconing is also available on one map..

as for the mods, they get the job done; ban cheaters. however they dont get to treat people nicly.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Spony](#) on Mon, 03 Jul 2006 04:28:13 GMT  
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z310 wrote on Sun, 02 July 2006 22:53 remek wrote on Sun, 02 July 2006 22:38 despite all the crying, non00bs has the best players among all communitis except clanwars.cc and maybe jelly games.

before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us. if you think im wrong then go ahead and set up another game. you pick 15-20 players from the top of your list and i will pick non00bs regurals.

i agree with the part that moderators treat others like shit, but hey, welcome to the internetS!

I've been challenged a lot more in BBF's server than in nonn00bs' and Jelly's.  
I can only assume the NoN00bs "core", if that's the right word, weren't playing at the time.

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Subject: Re: My Two Cents on Non00bs  
Posted by [z310](#) on Mon, 03 Jul 2006 05:03:39 GMT  
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Yeah, that makes sense. I've only played on NoN00bs' server a few times, but as for Jelly's....

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Subject: Re: My Two Cents on Non00bs  
Posted by [Homey](#) on Mon, 03 Jul 2006 05:49:33 GMT  
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Tunnel beaconing was what was allowed on all servers a couple years ago, it's better. I don't care whether some people consider it a glitch or not, it gives incentive to control the tunnels and promotes teamwork.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Dr. Lithius](#) on Mon, 03 Jul 2006 07:43:31 GMT  
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And point-whoring. Lots and lots of point-whoring. Nothing says "Suck it down, bitch!" like shaving off "three cubes" of health from the opposition's Tiberium Refinery. Either that or "I'm a lazy bastard that can't organize a decent team beaconing."

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Subject: Re: My Two Cents on Non00bs  
Posted by [Spoony](#) on Mon, 03 Jul 2006 07:58:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Dr. Lithius wrote on Mon, 03 July 2006 02:43And point-whoring. Lots and lots of point-whoring. Nothing says "Suck it down, bitch!" like shaving off "three cubes" of health from the opposition's Tiberium Refinery. Either that or "I'm a lazy bastard that can't organize a decent team beaconing."

Most servers allow shooting tanks with ramjets. There's nothing in Renegade (short of cheating) that comes within a million miles of being as queer as that. Tunnel beacons aren't even on the same page.

Plus, control the tunnels.... there's a reward on Field for the team that has more tankskill, it kinda makes sense there should be one for the team that has more inf skill.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Mon, 03 Jul 2006 08:03:51 GMT  
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remek wrote on Sun, 02 July 2006 19:38before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us.

n00bstories has never played a community match, so I don't know where you got your information. This is precisely why we don't do that.

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Subject: Re: My Two Cents on Non00bs

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Posted by [Tunaman](#) on Mon, 03 Jul 2006 08:09:03 GMT

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z310 wrote on Sun, 02 July 2006 23:53remek wrote on Sun, 02 July 2006 22:38despite all the crying, non00bs has the best players among all communités except clanwars.cc and maybe jelly games.

before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us. if you think im wrong then go ahead and set up another game. you pick 15-20 players from the top of your list and i will pick non00bs regurals.

i agree with the part that moderators treat others like shit, but hey, welcome to the internetS!

I've been challenged a lot more in BBF's server than in nonn00bs' and Jelly's.

Yeah.. non00bs has some decent players but they aren't on very much.. Leaving all the n00bs who don't scroll down to take over the server.

- <3 H4xDemon

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Subject: Re: My Two Cents on Non00bs

Posted by [sterps](#) on Mon, 03 Jul 2006 11:23:32 GMT

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LOL....NoN00bs.....

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Subject: Re: My Two Cents on Non00bs

Posted by [xptek](#) on Mon, 03 Jul 2006 13:46:59 GMT

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What sane person would make dog455555 a moderator?

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Subject: Re: My Two Cents on Non00bs

Posted by [Ma1kel](#) on Mon, 03 Jul 2006 15:51:11 GMT

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xptek wrote on Mon, 03 July 2006 08:46What sane person would make dog455555 a moderator?  
Good question.

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Subject: Re: My Two Cents on Non00bs

Posted by [cmatt42](#) on Mon, 03 Jul 2006 17:13:32 GMT

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I know it didn't take us long to realize the mistake of having him a moderator.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Homey](#) on Mon, 03 Jul 2006 20:22:46 GMT  
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Crimson wrote on Mon, 03 July 2006 04:03remek wrote on Sun, 02 July 2006 19:38before you flame (cry) me, just a reminder that so called "pro servers" such as n00bstories and pits lost to us.

n00bstories has never played a community match, so I don't know where you got your information. This is precisely why we don't do that.  
We played a group of players from n00bstories, regardless of whether or not they were representing n00bstories officially is beyond me.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Mon, 03 Jul 2006 21:56:44 GMT  
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Exactly my point.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Jellybe4n](#) on Mon, 03 Jul 2006 22:40:04 GMT  
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z310 wrote on Mon, 03 July 2006 01:03Yeah, that makes sense. I've only played on NoN00bs' server a few times, but as for Jelly's....

If we had all of the regulars in the server at once, I have no doubt at all that you would be very near the bottom skill wise, I don't know you, I don't need too. I just know the quality of the players who play regular. I'm not talking about the regular ladder players, even though we have a good number of players who are well above average to say they've only played at a public server level, we have a hell of alot of clanwar players who play regular in our server, and they would wipe the floor with any regular ladder players from most other servers. Thing is you will never have seen them all in the server at the same time, thing is you presume to know everything about our server and it's players. Well chum, you are so far off the mark it's not even funny, it's an un-educated comment from someone who wouldnt know a decent player if he walked up and bit you on the ass.

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Subject: Re: My Two Cents on Non00bs  
Posted by [mrpirate](#) on Mon, 03 Jul 2006 22:45:25 GMT  
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And for the record the people on the BBF server are bad.

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Subject: Re: My Two Cents on Non00bs  
Posted by [z310](#) on Tue, 04 Jul 2006 00:18:58 GMT  
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Jellybe4n wrote on Mon, 03 July 2006 18:40...you presume to know everything about our server and it's players.

Where did you get that idea at? I just meant I've played on your server quite a few times (the 18 player server) and was never really challenged. Maybe those times weren't good times to play--I don't really know. Just for the record, I am not calling your servers cesspools of n00bs, I am just saying the following:

z310 wrote on Sun, 02 July 2006 23:53I've been challenged a lot more in BBF's server than in NoN00bs' and Jelly's 18 player server.

Edit: I edited my posts.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Jellybe4n](#) on Tue, 04 Jul 2006 00:46:20 GMT  
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Fair enough, I know most of the better players do play in the bigger server.

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Subject: Re: My Two Cents on Non00bs  
Posted by [PackHunter](#) on Tue, 04 Jul 2006 05:26:30 GMT  
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I love n00bs. They die so easy As long as they are not on my team though...

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Subject: Re: My Two Cents on Non00bs  
Posted by [Kamuix](#) on Tue, 04 Jul 2006 06:27:50 GMT  
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And again....You have not seen a goofy server until you see the mods I have on mine, Which probably none of you have lol.

Who would like to make me a moderator for their server hmmm?

Crimson? Anyone?

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Subject: Re: My Two Cents on Non00bs  
Posted by [IcyyTouch](#) on Wed, 05 Jul 2006 00:51:05 GMT  
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Whitedragon wrote on Sun, 02 July 2006 22:04 Having good players doesnt count for anything if you have crappy rules(tunnel beaconing allowed? wtf?) and mods.

My theory on why tunnel beacons should be allowed:

Since the point system is so flawed, controlling the tunnels makes little difference in a point based game. In my opinion, the team controlling a majority of the map should not be penalized. Tunnels beacons helps make up for this discrepancy by rewarding the team that controls the tunnels. Without tunnel beacons the team controlling the tunnels can do very little and it makes owning the tunnels almost a disatvantage because when their high priced characters get killed by free soldiers the defensive side is actually gaining points.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Goztow](#) on Wed, 05 Jul 2006 06:58:00 GMT  
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On... let's say Field... usually the team owning the tunnels will have it much easier to own the field. That is, if u don't all run like headless chickens in the tunnels and if you're not playing with a ridiculous amount of players of 34+.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Lijitsu](#) on Wed, 05 Jul 2006 07:20:02 GMT  
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Goztow wrote on Wed, 05 July 2006 02:58 That is, if u don't all run like headless chickens in the tunnels  
But that's half the fun!

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Subject: Re: My Two Cents on Non00bs  
Posted by [MexPirate](#) on Wed, 05 Jul 2006 12:01:42 GMT  
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ROFL how did our server get in to this discussion.

mrpirate, what is it that upsets you so much?, maybe one day you will manage to say something for a purpose rather than upholding your reputation for being an ass.

I won't try and claim that BBF has the best players in renegade or that we can kick x's ass.

We play, we have fun, we play some cw's/fw's and we pay to provide servers for you to play on, non00bs and lots of other people do the same - if you don't like a server, don't play on it, simple - just don't go bitching because THEIR server isn't run as YOU want it.

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Subject: Re: My Two Cents on Non00bs  
Posted by [cheesesoda](#) on Wed, 05 Jul 2006 13:39:15 GMT  
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internet.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Jecht](#) on Wed, 05 Jul 2006 14:06:25 GMT  
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lol @ server wars.

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Subject: Re: My Two Cents on Non00bs  
Posted by [kris1029](#) on Wed, 05 Jul 2006 16:26:51 GMT  
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Quote:Where did you get that idea at? I just meant I've played on your server quite a few times (the 18 player server) and was never really challenged

the 18 player server hosted by Jelly Server is mine (i co-own it with Herr)

yes ill admit...there are a few n00bs play on it...but they play on it regularly...and regulars is what i am looking for on my server...i often play my server and not so much teach them but advise them in what to do in low number games..eg rushing or controlling etc...and it is something i enjoy as pretty much all of us were once in that situation

adn to be quite honest after reading all you have said i would rather play with 10 n00bs than see you joining my team

Sorry

---

Subject: Re: My Two Cents on Non00bs  
Posted by [Tiesto](#) on Wed, 05 Jul 2006 17:46:57 GMT  
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Dr. Lithius wrote on Mon, 03 July 2006 09:43And point-whoring. Lots and lots of point-whoring. Nothing says "Suck it down, bitch!" like shaving off "three cubes" of health from the opposition's Tiberium Refinery. Either that or "I'm a lazy bastard that can't organize a decent team beaconing."  
tunnel beaconing is part of the game, it should be allowed.

Its like i went on the SOD sniper server, and they don't even allow V....

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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Wed, 05 Jul 2006 17:51:32 GMT  
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It's not part of the game intentionally. During the beta test, Westwood tried to tweak the beacons so they couldn't hurt the building in that instance but this is as close as they could get. This was not something they intentionally put in the game.

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Subject: Re: My Two Cents on Non00bs  
Posted by [z310](#) on Wed, 05 Jul 2006 18:06:13 GMT  
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kris1029 wrote on Wed, 05 July 2006 12:26Quote:Where did you get that idea at? I just meant I've played on your server quite a few times (the 18 player server) and was never really challenged

the 18 player server hosted by Jelly Server is mine (i co-own it with Herr)

yes ill admit...there are a few n00bs play on it...but they play on it regularly...and regulars is what i am looking for on my server...i often play my server and not so much teach them but advise them in what to do in low number games..eg rushing or controlling etc...and it is something i enjoy as pretty much all of us were once in that situation

adn to be quite honest after reading all you have said i would rather play with 10 n00bs than see you joining my team

Sorry

I don't know exactly what you're apologizing about, but you have no need to. Also, I simply said I wasn't challenged on that server. I'm not saying your server sucks or anything. I actually enjoyed playing on the server, that is until it started getting really laggy.

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Subject: Re: My Two Cents on Non00bs  
Posted by [DreamWraith](#) on Wed, 05 Jul 2006 18:13:35 GMT  
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Ma1kel wrote on Mon, 03 July 2006 10:51xptek wrote on Mon, 03 July 2006 08:46What sane person would make dog455555 a moderator?  
Good question.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Aircraftkiller](#) on Wed, 05 Jul 2006 19:15:01 GMT  
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Crimson wrote on Wed, 05 July 2006 13:51It's not part of the game intentionally. During the beta test, Westwood tried to tweak the beacons so they couldn't hurt the building in that instance but this is as close as they could get. This was not something they intentionally put in the game.

What I do remember is Devinoch whining that it shouldn't be allowed, while Delphi said it was perfectly fine, so they argued in public over it. I know they changed the damage radius because of it but since it was never completely fixed, I see no reason why it isn't any more valid than any of the other bugs you let people take advantage of every game: "Sniping" aircraft, vehicles, plugging massive points with n00b cannons, etc...

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Subject: Re: My Two Cents on Non00bs  
Posted by [Homey](#) on Wed, 05 Jul 2006 20:08:36 GMT  
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There are a lot of things that weren't intended, who cares, it's part of the game and it balances things out. IMO if both teams can do it, it's fair game.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Wed, 05 Jul 2006 20:47:00 GMT  
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But both teams CAN'T do it. Nod's beacons do far less damage than GDI's.

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Subject: Re: My Two Cents on Non00bs  
Posted by [JohnDoe](#) on Thu, 06 Jul 2006 08:42:34 GMT  
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kris1029 wrote on Wed, 05 July 2006 11:26Quote:Where did you get that idea at? I just meant I've played on your server quite a few times (the 18 player server) and was never really challenged

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adn to be quite honest after reading all you have said i would rather play with 10 n00bs than see you joining my team

Sorry

Your server is so laggy it's far from fun...I only play on non00bs and ren-archive because the mods don't ban me for being good and the number of server mods is minimal.

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Subject: Re: My Two Cents on Non00bs  
Posted by [JohnDoe](#) on Thu, 06 Jul 2006 08:45:55 GMT  
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Crimson wrote on Wed, 05 July 2006 13:47But both teams CAN'T do it. Nod's beacons do far less damage than GDI's.

You don't beacon to destroy the ref, you beacon to get points off it...if one side does a little more damage, then it's really not a big deal if you look at the bigger picture. I mean...after all Nod has it easier to take the tunnel because Sakura > Havoc.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Herr](#) on Thu, 06 Jul 2006 09:56:28 GMT  
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JohnDoe wrote on Thu, 06 July 2006 03:42Your server is so laggy it's far from fun...I only play on non00bs and ren-archive because the mods don't ban me for being good and the number of server mods is minimal.

Rejoin.

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Subject: Re: My Two Cents on Non00bs  
Posted by [sterps](#) on Thu, 06 Jul 2006 10:09:40 GMT  
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Jelly server is fine for me, most servers are.

I'll say to you what i say to people that complain of lag in a server. I live in Australia, a normal ping for me is anything from 250 - 350. Anything less than 250 is great. If you complain of a ping thats lower than that, then im afraid you have the problem. Fix your connection.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Crimson](#) on Thu, 06 Jul 2006 17:39:54 GMT  
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JohnDoe wrote on Thu, 06 July 2006 01:45Crimson wrote on Wed, 05 July 2006 13:47But both teams CAN'T do it. Nod's beacons do far less damage than GDI's.

You don't beacon to destroy the ref, you beacon to get points off it...if one side does a little more damage, then it's really not a big deal if you look at the bigger picture. I mean...after all Nod has it easier to take the tunnel because Sakura > Havoc.

Far less damage = less points = unfair/unbalanced.

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Either way, I do not favor tactics that are both difficult/impossible to defend against and lacking in skill. How the heck can one team take control of the tunnels in such a short amount of time to disarm?

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Subject: Re: My Two Cents on Non00bs  
Posted by [z310](#) on Thu, 06 Jul 2006 17:46:30 GMT  
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JohnDoe wrote on Thu, 06 July 2006 04:45...Sakura > Havoc.

Could you please explain?

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Subject: Re: My Two Cents on Non00bs  
Posted by [cheesesoda](#) on Thu, 06 Jul 2006 18:03:15 GMT  
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He probably has the hots for her and imagines some advantage.

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Subject: Re: My Two Cents on Non00bs  
Posted by [Spoony](#) on Thu, 06 Jul 2006 19:43:19 GMT  
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z310 wrote on Thu, 06 July 2006 13:46JohnDoe wrote on Thu, 06 July 2006 04:45...Sakura > Havoc.

Could you please explain?  
havoc is an easier target than sakura

Crimson wroteHow the heck can one team take control of the tunnels in such a short amount of time to disarm?  
you take the tunnels before they nuke, and you have a couple of people hold them so they can't

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Subject: Re: My Two Cents on Non00bs  
Posted by [JohnDoe](#) on Thu, 06 Jul 2006 19:44:38 GMT  
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Crimson wrote on Thu, 06 July 2006 12:39JohnDoe wrote on Thu, 06 July 2006 01:45Crimson wrote on Wed, 05 July 2006 13:47But both teams CAN'T do it. Nod's beacons do far less damage than GDI's.

You don't beacon to destroy the ref, you beacon to get points off it...if one side does a little more

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Far less damage = less points = unfair/unbalanced.

Either way, I do not favor tactics that are both difficult/impossible to defend against and lacking in skill. How the heck can one team take control of the tunnels in such a short amount of time to disarm?

= less points for repairing...it all evens out.

It's not like you're going to lose the ref because of it...being able to beacon there is an advantage you get from taking control of the tunnels just like pointwhoring buildings is an advantage you get from taking control of the field...makes sense to me.

Quote:

Could you please explain?

Hmm...could have something to do with Havoc being like twice Sakura's size.

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