

---

Subject: GSA v WOL 15v15+  
Posted by [Jimbo27](#) on Sun, 08 Oct 2006 17:03:02 GMT  
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GSA v WOL 15v15+

I'll start a GSA team. Anyone down?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sun, 08 Oct 2006 17:18:13 GMT  
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GW will play for GSA.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Yoshimitsu](#) on Sun, 08 Oct 2006 17:21:24 GMT  
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I'll be the first for WOL

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Subject: Re: GSA v WOL 15v15+  
Posted by [Nightma12](#) on Sun, 08 Oct 2006 17:24:54 GMT  
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ill be second for WOL

i will host a WOLSPY server for this if you want?

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Subject: Re: GSA v WOL 15v15+  
Posted by [DarkDemin](#) on Sun, 08 Oct 2006 17:25:27 GMT  
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---

I'll play for WOL

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Ryu](#) on Sun, 08 Oct 2006 18:14:40 GMT  
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---

WOL'r Till the end. =]

Good luck.

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---

Subject: Re: GSA v WOL 15v15+  
Posted by [Kanezor](#) on Sun, 08 Oct 2006 22:41:21 GMT  
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But I use both GSA \*and\* WOL. I can't be on both sides at once!

Can I be on the RenegadeIP team?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Jaspah](#) on Mon, 09 Oct 2006 00:39:42 GMT  
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I'll play for WOL. GaySpy sucks, FilePlanet on the other hand does not (when you have a subscription XD).

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Subject: Re: GSA v WOL 15v15+  
Posted by [Jimbo27](#) on Mon, 09 Oct 2006 03:57:34 GMT  
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Acey, whats your msn? Or can I just message Adam?

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Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Mon, 09 Oct 2006 04:03:04 GMT  
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Nightma if your gonna host a 30 player, do it on a box with no other servers running on it.

Count {WG}clan in for playing for GSA.

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Subject: Re: GSA v WOL 15v15+  
Posted by [DaN#GW](#) on Mon, 09 Oct 2006 08:08:32 GMT  
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Just message Adam, Jimbo.

---

I'd be up for playing for GSA btw.

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Mon, 09 Oct 2006 09:09:25 GMT  
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I'll play for WOL.

Just give me a date and time.

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Subject: Re: GSA v WOL 15v15+  
Posted by [MexPirate](#) on Mon, 09 Oct 2006 10:15:57 GMT  
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sure some PA guys will play for WOL np.

Setup a date/time and will spread the word.

Will somebody also provide the relevant TS and IRC info so people can meet up before the match and sort the teams.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Ryu](#) on Mon, 09 Oct 2006 13:55:58 GMT  
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Yea can we get a Teamspeak server or something? lol, Make life easier

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Subject: Re: GSA v WOL 15v15+  
Posted by [GoTWhiskÉY](#) on Mon, 09 Oct 2006 15:18:23 GMT  
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i'd prang

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Subject: Re: GSA v WOL 15v15+  
Posted by [f100d3d](#) on Mon, 09 Oct 2006 15:56:57 GMT  
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Wow, I don't know which side to pick o.O

I think WOL will be in for a big suprise if the better players on GSA (or those that play on both) do

---

side with GSA. This could actually turn out pretty even, tbh.

I play on both sides, but I'll stick with GSA since I've been there longer. Even though I started on WOL and now only play on WOL. O.o

Date? Time?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Mon, 09 Oct 2006 16:08:05 GMT  
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DaN#GW wrote on Mon, 09 October 2006 10:08: Just message Adam, Jimbo.

I'd be up for playing for GSA btw.

~~~~~

We need to account for timezones when arranging this...

Maybe a saturday? Say 9GMT for the Euros...dunno what that is for the Americans..think its like 4-5pm?

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Subject: Re: GSA v WOL 15v15+  
Posted by [MrWiggles](#) on Mon, 09 Oct 2006 16:15:08 GMT  
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guess ill play for GSA coz jimbo n+P

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Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Mon, 09 Oct 2006 16:43:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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This has been done before, ask crimson, WOL RAPED  
gayspy

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Mon, 09 Oct 2006 16:45:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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are you playing for wol Trooprm02?

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Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Mon, 09 Oct 2006 16:50:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Acey#GW wrote on Mon, 09 October 2006 11:45are you playing for wol Trooprm02?

This idea has already been taken, no point doing it again, unless gayspy is gay enough to agree to it again, and are willing to get raped again

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JohnDoe](#) on Mon, 09 Oct 2006 17:45:45 GMT  
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lol n00bwars

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Mon, 09 Oct 2006 17:55:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Mon, 09 October 2006 18:50Acey#GW wrote on Mon, 09 October 2006 11:45are you playing for wol Trooprm02?

This idea has already been taken, no point doing it again, unless gayspy is gay enough to agree to it again, and are willing to get raped again

Well considering #GW is GSA clan.... you can hardly say WOL is a patch on what it used to be. Especially with "pros" like you around who lose even with a significant advantage.

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Subject: Re: GSA v WOL 15v15+  
Posted by [JohnDoe](#) on Mon, 09 Oct 2006 18:57:36 GMT  
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The top cw.cc players would rape GSA w/o lube ever since gse stopped playing...but since this will be mainly renforums n00bs playing it pretty much depends on which team sucks less.

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Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Mon, 09 Oct 2006 19:22:20 GMT  
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Count me in for WOL!

Give me a date and time, ill be in if I can

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Subject: Re: GSA v WOL 15v15+  
Posted by [Sniper\\_De7](#) on Mon, 09 Oct 2006 21:01:08 GMT  
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WOL has been where the most clanwars takes place... it would make sense that they would be better than GSA, if a lot of the GSA clans hardly or even play clanwars at all. If it would be GSA vs WOL and WOL is going to be mainly people around here and not clanwars.cc, than it won't even be a fight.. As for the past GSA vs WOL, that was years and years ago now, and I would say that the "best" were hardly playing (for GSA). There was some AoHx guy(the clan I was in at the time) who wasn't even in the renegade division, and neither played it except for once in a blue moon, and he was hardly any good that somehow managed to play. I'm not saying that WOL didn't deserve to win because they did, just that the GSA team was hardly anything from "the best". The only drawback WOL would have now if you chose people who played clanwars would be that they hardly play in anything over 4v4 whilst back in the day gse and others could get 8v8 and up pretty easily and so it's probably why we were considered as good as we were in larger games but in smaller games some of us weren't as good because not many gse played in 3v3/4v4 leagues in ESL, unless we had to have a sub.

if this 15v15 is really going to happen I might play for GSA, but i hate something so large as 15v15 as the limit for vehicles is 7 + harv or whatever and that leads half the team with infantry (boring) :)

PS: where is the screenshot of WOL vs GSA anyways i know a couple of guys that were in it.

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Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Mon, 09 Oct 2006 21:57:46 GMT  
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Well if GSA is gonna rely on guys like TRPM clan then I wouldnt forsee WOL standing a chance in hell. SO if TRPM is playing for WOL, might as well make it 15 vs 15 minus how many TRPM players there are, cuz they will be more of a hinderance then a help.

Either way win or lose, I dont see any reason the game shouldnt happen. Should actually be fun.

Side note, TRPM if GSA is so gay and we suck, why wont you CW with {WG}? If we suck so bad you should be able to beat us.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tunaman](#) on Mon, 09 Oct 2006 22:21:36 GMT  
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lol TRPM has like 22 members

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Subject: Re: GSA v WOL 15v15+  
Posted by [JohnDoe](#) on Mon, 09 Oct 2006 22:50:32 GMT  
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Top clanwars.cc team would beat a renforums.com allstar team 10v20...that's how good people are here ;/

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Subject: Re: GSA v WOL 15v15+  
Posted by [Dave Mason](#) on Mon, 09 Oct 2006 22:50:58 GMT  
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Ralphzehunter wrote on Mon, 09 October 2006 23:21lol TRPM has like 22 members

idiots.\*

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Mon, 09 Oct 2006 22:52:59 GMT  
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---

Having 22 members makes them good?

Hell i can go round up 22 members in about a half hour if thats all you gotta do to be a elite clan. Any n00b can recruit players for a clan. Question is, can they get descent players?

TRPM dodges, thats all they do, they dont clanwar. They talk shit thats it.

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Blast](#) on Mon, 09 Oct 2006 23:00:57 GMT  
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It would be cool to do this, except for Troop playin on WOL :/

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I would make myself load gayspy for it.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tunaman](#) on Tue, 10 Oct 2006 00:54:09 GMT  
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jschultz9 wrote on Mon, 09 October 2006 18:52 Having 22 members makes them good?

Hell i can go round up 22 members in about a half hour if thats all you gotta do to be a elite clan. Any n00b can recruit players for a clan. Question is, can they get descent players?

TRPM dodges, thats all they do, they dont clanwar. They talk shit thats it.  
I know, I was just saying that the side would have negative numbers if they played. :\

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Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Tue, 10 Oct 2006 02:18:11 GMT  
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---

TRPM wont even play in a clan war so why the hell should they play in this?

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [isux](#) on Tue, 10 Oct 2006 13:53:53 GMT  
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^GSA

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Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Tue, 10 Oct 2006 14:08:24 GMT  
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Dave Mason wrote on Mon, 09 October 2006 17:50 Ralphzehunter wrote on Mon, 09 October 2006 23:21 lol TRPM has like 22 members

idiots.\*

We have 18 players all ranked below 100, I was ranked 9th when i started the clan, which owns your 10,000 rank. BTW, you probably dont even play ren anymore and anyone could own you, so stfu

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Tue, 10 Oct 2006 16:47:56 GMT  
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trooprm02 wrote on Tue, 10 October 2006 16:08Dave Mason wrote on Mon, 09 October 2006 17:50Ralphzehunter wrote on Mon, 09 October 2006 23:21lol TRPM has like 22 members

idiots.\*

We have 18 players all ranked below 100, I was ranked 9th when i started the clan, which owns your 10,000 rank. BTW, you probably dont even play ren anymore and anyone could own you, so stfu  
Are you going to play then?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JohnDoe](#) on Tue, 10 Oct 2006 17:27:10 GMT  
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trooprm02 wrote on Tue, 10 October 2006 09:08Dave Mason wrote on Mon, 09 October 2006 17:50Ralphzehunter wrote on Mon, 09 October 2006 23:21lol TRPM has like 22 members

idiots.\*

We have 18 players all ranked below 100, I was ranked 9th when i started the clan, which owns your 10,000 rank. BTW, you probably dont even play ren anymore and anyone could own you, so stfu

2v1 AOW against your best 2 players or are you still dodging?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Spoony](#) on Tue, 10 Oct 2006 17:47:47 GMT  
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I'm still waiting for that 1v1 you challenged me to, troopr...

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Subject: Re: GSA v WOL 15v15+  
Posted by [MrWiggles](#) on Tue, 10 Oct 2006 18:37:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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trooprm02 wrote on Tue, 10 October 2006 09:08Dave Mason wrote on Mon, 09 October 2006 17:50Ralphzehunter wrote on Mon, 09 October 2006 23:21lol TRPM has like 22 members

idiots.\*

We have 18 players all ranked below 100, I was ranked 9th when i started the clan, which owns your 10,000 rank. BTW, you probably dont even play ren anymore and anyone could own you, so stfu

euhhhh, your clan is horrible. the only one who isnt a complete retard is yourself (though your pretty damn close). everytime i play in your server and your not there, i get accused of cheating and 24/h kicked without a test/screenshots or even an !rg. (Kimveer btw)

and tbh, if me + jimbo + GW are playing for GSA, i doubt troopm and the other retards from these forums will have a chance.. not to mention de7 could probably run circles around the whole troopm clan himself...

---

Subject: Re: GSA v WOL 15v15+  
Posted by [MexPirate](#) on Wed, 11 Oct 2006 20:38:38 GMT  
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trooprm02 wrote on Tue, 10 October 2006 08:08Dave Mason wrote on Mon, 09 October 2006 17:50Ralphzehunter wrote on Mon, 09 October 2006 23:21lol TRPM has like 22 members

idiots.\*

We have 18 players all ranked below 100, I was ranked 9th when i started the clan, which owns your 10,000 rank. BTW, you probably dont even play ren anymore and anyone could own you, so stfu

is this TRPM server rank?

You must be so proud.

Your clan is shit.

You are a fucking pussy who can't back up his shit talking with accepting ANY challenge.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [MrWiggles](#) on Wed, 11 Oct 2006 21:52:23 GMT  
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shit, told by pirate

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Thu, 12 Oct 2006 07:11:36 GMT  
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---

This is a joke. I don't think any of you understand how good cw.cc players are. For as cw.cc has been around, those players would str8 rape GSA or WOL.

GSA would of had a chance a few years ago if gse played. But gse's day is long gone. GSA doesn't have anyone anymore. Sniper\_De7 is the best player GSA would have a chance of getting. And as good as De7 is, he alone is no match for IsItInYou, Clearshot, Wrs, SS, Spooky, Poison, Mikey, and a good 10 others.

Maybe I don't get out enough? I only play in n00bstories and in clanwars. Maybe you guys really do own... So I propose this...

GameSpy has its own community. WOL has its own community. And clanwars has it's own community. How about we make 3 teams? A clanwars.cc team, a WOL team, and a GSA team. I'll get a CW's team together if no one else wants to. Because I honestly believe, that any team of 10 - 15 in RENEGADE (GSA AND WOL, THE VERY BEST) would stand no match for clanwars.cc.

How about that?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Thu, 12 Oct 2006 07:13:50 GMT  
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I mean it's kind of pointless to represent a fucking gaming system when WOLSpy and The All Seeing Eye exist. I know for those die hard GSA and WOL players it means everything. But shit, a good majority of us represent clanwars.cc - we couldn't give a shit about GSA or WOL.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Ryu](#) on Thu, 12 Oct 2006 07:51:48 GMT  
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Xtr3m3Pr0 wrote on Thu, 12 October 2006 02:11This is a joke. I don't think any of you understand how good cw.cc players are. For as cw.cc has been around, those players would str8 rape GSA or WOL.

GSA would of had a chance a few years ago if gse played. But gse's day is long gone. GSA doesn't have anyone anymore. Sniper\_De7 is the best player GSA would have a chance of getting. And as good as De7 is, he alone is no match for IsItInYou, Clearshot, Wrs, SS, Spooky, Poison, Mikey, and a good 10 others.

Maybe I don't get out enough? I only play in n00bstories and in clanwars. Maybe you guys really do own... So I propose this...

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How about that?

I agree tbh

Ive seen some bitchin WOL player's, But i mean, cw.cc players > WOL+GSA rofl..

Ive played with a few cw.cc player's lol, I'm amazed

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Thu, 12 Oct 2006 12:59:27 GMT  
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I've said this before somewhere and I'll say it again...

GENERIC PLAYER SKILL CHART:

clanwars.cc Players/Clans

||  
||  
||  
||  
||  
||  
||

WOL Players/Clans

||  
||

GSA Players/Clans

Rather than making this a testosterone battle, why don't we just set up a war and play? Or is this all about who is better? Cuz if it is, WOL/GSA, I'd say WOL generally speaking, but #GW would probably butt-rap most of the WOL clans ... so it'd be close. But throwing in clanwars.cc folks as a 3rd party, no contest. The reason that there is a such a division between GSA and WOL in the first place is the types of people. And there is more in common between most GSA/WOL players than clanwars.cc players. Clanwars.cc players ALL play professionally and seriously. You can't say that about WOL, and most GSA clans are a complete joke.

Here is what I propose: Since clanwars.cc as its own team wouldn't even be fair - let's keep this GSA versus WOL and if you exclusively play for clanwars.cc just pick a side.

Let's all agree on rules, setup, etc. and draft at least 80% of the teams ahead of time before we even bother with a date. I can work with Nightma12 to throw up a server for this so no one has to take down theirs.

Personally, I'd like to see the following:

--14v14

--2 maps (one w/ base defenses, one w/o) both sides = 4 games

--Standard CnC FDS configuration (no special crates, mods, etc.)

--Clanwars.cc rules

Another point of discussion is electing team captains for each of the communities. Any volunteers \*cough\* Jimbo/Dan \*cough\* ???

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Subject: Re: GSA v WOL 15v15+

Posted by [Tiesto](#) on Thu, 12 Oct 2006 20:11:52 GMT

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I would say the main reason we rape WOL clans(not cw.cc players) is they have no teamwork..they run around like headless chickens.

Overall i wouldn't say WOL or GSA being any worse or better than each other(apart from GW and cw.cc)

But i would say GSA clans work more as a team than WOL.

Thats just my opinion..bash as much as you like.

(Flooded, Jimbo has already said he will lead the GSA team)

You could even divide it into;

WOL

Black Cell

NoNoobs

Cw.cc

GSA

Renforce?

etc.

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Subject: Re: GSA v WOL 15v15+

Posted by [xJaMiE#GW](#) on Sat, 14 Oct 2006 19:41:46 GMT

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dan doesnt lead wars (serious).

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Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Sat, 14 Oct 2006 21:01:07 GMT  
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Quote:WOL  
Black Cell  
NoNoobs  
Cw.cc  
GSA  
Renforce?

Renforce, what the hell they got to do with this?

The reinforce community wouldnt last 10 minutes in a game with a descent clan.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sat, 14 Oct 2006 21:36:47 GMT  
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Well, they insist they are a community, then they will be treated like one.

Anyway, back on the actual subject.

Lets get this match up and running please.

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Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 15 Oct 2006 00:05:24 GMT  
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fl00d3d wrote on Thu, 12 October 2006 08:59

Here is what I propose: Since clanwars.cc as its own team wouldn't even be fair - let's keep this GSA versus WOL and if you exclusively play for clanwars.cc just pick a side.

Let's all agree on rules, setup, etc. and draft at least 80% of the teams ahead of time before we even bother with a date. I can work with Nightma12 to throw up a server for this so no one has to take down theirs.

Personally, I'd like to see the following:

- 14v14
- 2 maps (one w/ base defenses, one w/o) both sides = 4 games
- Standard CnC FDS configuration (no special crates, mods, etc.)
- Clanwars.cc rules

Another point of discussion is electing team captains for each of the communities. Any volunteers \*cough\* Jimbo/Dan \*cough\* ???

^^ Everyone OK with that?

Also, Jimbo has said he'll be captain for the GSA team. So Jimbo, please get your 14 together (you'll have the final say of who they are regardless of how many volunteer) ... and we'll also need a captain for WOL.

After we've got our teams (or most of them) and agreed on rules we can set a date that is best for everyone. Let's get this rolling.

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Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sun, 15 Oct 2006 00:22:05 GMT  
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the gsa team should be ready soon

wol captain needed badly

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Atomicway](#) on Sun, 15 Oct 2006 00:37:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I could play for GSA

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Sun, 15 Oct 2006 02:56:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll be the WOL captain if one is still needed.

Kind of sad I am gonna be the WOL captain - seeing as when I was in [TA], MoP and I used to go into WOL servers and claim "GSA OWNS WOL ONCE AGAIN".

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Subject: Re: GSA v WOL 15v15+  
Posted by [Spoony](#) on Sun, 15 Oct 2006 04:15:20 GMT  
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...I could be the WOL captain, but it'd be a little pointless since everyone I'd pick would just be CW with a couple of NoN00bs people in there too... it wouldn't be a team representative of WOL, it'd be a team representative of CW...

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Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 15 Oct 2006 04:26:18 GMT  
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At least you were honest about it, Spooky. But, yes, for that reason I would vote no - cuz I'd like to see a fair war.

Does anyone object to XP taking the lead for WOL?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Yoshimitsu](#) on Sun, 15 Oct 2006 05:48:57 GMT  
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whatever

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---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 15 Oct 2006 07:25:45 GMT  
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We'll give this thread through the 15th to see if there are any objections to the elected/volunteered captains for each team. If not, then starting Monday we can finalize rules and try to set a date.

Proposed captains:  
GSA = Jimbo  
WOL = XtremePro

Things to consider in the meantime: Start to think about what rules you think would be fair (read above) and what setup you'd like for the server.

REFERENCE:

(Clanwars.cc Rules which apply)

Quote:

DISALLOWED

- Backwalking the Obelisk
- Base to base
- Glitching the Obelisk on the Hourglass hill is disallowed.
- On Field, refinery hopping, Obelisk suicide rushing and tunnel beacons are allowed.

OTHER RULES

- On Mesa, vehicle rampjumping is allowed. You may not buddy-jump a teammate onto the ledge at the back wall of the Weapons Factory garage.
  - Extras (Mutants, Sedans, and so forth) have recently been disallowed.
  - The in-game rules for the above game styles are negotiable by both clans. For example, if both clans want to agree that Ref Hopping and Obelisk Suicide Rushing are disallowed, they can make this agreement at the start of the game. However, if no agreement is reached, the default rules stand. Only in-game rules can be negotiated in this way - rules regarding the way the league itself works are fixed.
- 
-



Subject: Re: GSA v WOL 15v15+  
Posted by [JohnDoe](#) on Sun, 15 Oct 2006 10:37:17 GMT  
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---

What's the point in playing together with renforums noobs...I could only picture raping them 10 v 20 fun.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [xJaMiE#GW](#) on Sun, 15 Oct 2006 12:48:25 GMT  
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---

this captain shit wont work cos most of the ppl who play renegade and post on these forums are fuckin clueless. they wouldnt know what to do and shit so they'll run around with SBH all day and get boners when they get a vehicle, only public heros play this game so it'll just be a big public game full of people thinking they "own".

but i will be up for playing (GSA) tho see if people are good at renegade. -\_-

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sun, 15 Oct 2006 13:36:00 GMT  
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---

xJaMiE#GW wrote on Sun, 15 October 2006 14:48this captain shit wont work cos most of the ppl who play renegade and post on these forums are fuckin clueless. they wouldnt know what to do and shit so they'll run around with SBH all day and get boners when they get a vehicle, only public heros play this game so it'll just be a big public game full of people thinking they "own".

but i will be up for playing (GSA) tho see if people are good at renegade. -\_-

haha

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Mon, 16 Oct 2006 05:22:03 GMT  
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---

If anyone is interested in joining the WOL team let me know on MSN.

battletankscott@hotmail.com is my msn e-mail. My display name is "Yeah"

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Mon, 16 Oct 2006 21:45:07 GMT

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---

If XP is who I think he is ... then Jimbo and XP should be more than qualified leaders.

As for the teams, who cares who is better than who? We'll find that out sooner than later!

So I guess the captain situation is settled. Captains, please post when you've got a firm committment from at least 8 players (each). Then we'll pick a date. Tentatively I would say a Saturday ... early evening GMT.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [MrWiggles](#) on Tue, 17 Oct 2006 12:57:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i get a killer hard on when i steal vehicles

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Goztow](#) on Tue, 17 Oct 2006 13:57:40 GMT  
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---

MrWiggles wrote on Tue, 17 October 2006 14:57i get a killer hard on when i steal vehicles  
How old are you again? 12?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Tue, 17 Oct 2006 18:07:00 GMT  
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---

Goztow wrote on Tue, 17 October 2006 09:57MrWiggles wrote on Tue, 17 October 2006 14:57i  
get a killer hard on when i steal vehicles  
How old are you again? 12?  
I think he's just joking, Gozzy.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Goztow](#) on Tue, 17 Oct 2006 18:29:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

fl00d3d wrote on Tue, 17 October 2006 20:07Goztow wrote on Tue, 17 October 2006  
09:57MrWiggles wrote on Tue, 17 October 2006 14:57i get a killer hard on when i steal vehicles  
How old are you again? 12?  
I think he's just joking, Gozzy.  
So am I...

---

Subject: Re: GSA v WOL 15v15+  
Posted by [\\$c0p3](#) on Tue, 17 Oct 2006 21:56:16 GMT  
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---

XP would choose all the ex FE people and CW people, that's it so wtf are u guys pretending.  
there's no one left in gsa that's any good except for that loser GW clan, so this whole thing is pointless

---

Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Wed, 18 Oct 2006 13:54:05 GMT  
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---

\$c0p3 wrote on Wed, 18 October 2006 05:56XP would choose all the ex FE people and CW people, that's it so wtf are u guys pretending.

there's no one left in gsa that's any good except for that loser GW clan, so this whole thing is pointless

as much as it hurts, its true

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Wed, 18 Oct 2006 15:49:38 GMT  
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---

\$c0p3 wrote on Tue, 17 October 2006 23:56XP would choose all the ex FE people and CW people, that's it so wtf are u guys pretending.

there's no one left in gsa that's any good except for that loser GW clan, so this whole thing is pointless

I'm sure jimbo would pull a decent team together. I thought most cw.cc players were staying out of this as it just makes it pointless. IF XP is going to do that, you might aswell have had Spooky instead, as that was the reason he said he shouldn't be captain.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [warranto](#) on Wed, 18 Oct 2006 17:21:40 GMT  
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---

This is simply a possibility to avoid the "favourism" of related to someone picking the people, so don't take it as something that needs be to be, well, taken seriously.

Why don't we put the teams to a vote? The captains get together a list of ALL interested people

---

for both sides, and set up a thread for people to vote on.

WOL/XWIS should only vote for WOL/XWIS and GSA only for GSA. The top picks get to play in the game.

(and yes, this will also have a side effect of encouraging more people to visit these forums )

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Wed, 18 Oct 2006 19:12:43 GMT  
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---

I am not just picking ex DoA and FE members. I am asking people to message me on MSN if they are interested in playing. I already have had 4 people message me from WOL I have never even met, and I am glad to have them play. This is supposed to be fun.

The only ex DoA and FE member I have recruited so far is Clearshot.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Ma1kel](#) on Wed, 18 Oct 2006 19:24:10 GMT  
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---

So I can't just join the server with a 32 character long name? That makes me a sad panda.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [MrWiggles](#) on Thu, 19 Oct 2006 18:21:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Tue, 17 October 2006 08:57MrWiggles wrote on Tue, 17 October 2006 14:57i get a killer hard on when i steal vehicles  
How old are you again? 12?  
18, but thanks for coming out.

btw your bad at renegade.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Thu, 19 Oct 2006 18:50:12 GMT  
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---

Let's not over complicate this and draw it out for additional weeks (just to vote over teams). Let the captains decide and if there is bias it is probably because they know its for the better [for the

team].

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [warranto](#) on Thu, 19 Oct 2006 19:36:03 GMT  
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---

Heh, my idea of a vote was going to be a quick one. Two days to vote for who you want, and go with the team.

But, as I said, it was only a suggestion to avoid complications.

Do what you guys think is best.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Mon, 23 Oct 2006 15:26:35 GMT  
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---

Jimbo/XP how are things looking? Are either of you anywhere near filling up your slots?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [MexPirate](#) on Mon, 23 Oct 2006 15:35:28 GMT  
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---

I will play for WOL np, just don't be getting a list of people and then expect them all to turn up - you need to keep bugging the shit out of everyone and get people to pass the message on, then organise a TS channel for people to meet before the match - perhaps someone can finalise the details and we can all start spamming the info around the community.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Tue, 24 Oct 2006 18:31:45 GMT  
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---

[PAPirate wrote on Mon, 23 October 2006 11:35]I will play for WOL np, just don't be getting a list of people and then expect them all to turn up - you need to keep bugging the shit out of everyone and get people to pass the message on, then organise a TS channel for people to meet before the match - perhaps someone can finalise the details and we can all start spamming the info around the community.

Workin on it

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [f100d3d](#) on Fri, 27 Oct 2006 17:56:52 GMT  
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---

Should we stick to a saturday ... so that timezones around the world don't have to deal with it "being too late", but cater more towards late GMT so the North American / GMT time zones (bulk of players) can have an evening game?

Simply put: what do you think of a saturday around 9pm GMT? That would mean that west coast US through mid-Euro would fall between like 1pm and 10pm on a saturday. Thoughts?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Fri, 27 Oct 2006 18:27:35 GMT  
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---

Just gimme a date and place and i'll be there.

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Homey](#) on Sat, 28 Oct 2006 07:23:39 GMT  
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---

trooprm02 wrote on Mon, 09 October 2006 12:43This has been done before, ask crimson, WOL  
RAPED  
gayspy  
Twice.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Jimbo27](#) on Sat, 28 Oct 2006 15:59:09 GMT  
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---

Homey wrote on Sat, 28 October 2006 03:23trooprm02 wrote on Mon, 09 October 2006 12:43This  
has been done before, ask crimson, WOL RAPED  
gayspy  
Twice.

Don't bring this up again. The people playing for GSA in that game sucked. They were not an accurate representation of the GSA community and were given little notice to get a REAL team together.

We all know the outcome of the true gsa v wol game - the best skill from both sides: gse vs BR and DoA members...

gse crushed and BR called us all "gay germans" or something of the sort and left after two games. Funny thing is only about 25% of us were german.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [derrick](#) on Sat, 28 Oct 2006 16:09:56 GMT  
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THAT IS PRETTY FUNNY

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 28 Oct 2006 21:08:40 GMT  
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---

Let's stop dodging around who is better than who and get a date picked so we can do this.

Saturday, November 11 2006 at 8pm GMT.

Maps: 2X(both sides) = 4

Map 1: \_\_\_\_\_ (w/ base defenses)

Map 2: \_\_\_\_\_ (w/o base defenses)

Rules: TBD based on map selection.

Map Length: 35 minutes.

No starting credits.

We will work out the rules' details and the other details after we figure out which map we'll be using. Time to get this thing rolling. Don't worry about servers - I will be sure to take care of that. Classic renegade. No gay modifications (ie. crates, ssaow alterations, etc.)

14v14, we'll meet on teamspeak 30 minutes before scheduled start time. First come first serve unless you are "registered" and approved by the elected team leaders before the 11th of November. Standby's are welcome in case of dropouts, etc.

Let's pick a map so we can get this set in stone. If two maps are not selected/agreed by the 4th of November, two traditional maps will be selected so that both sides have one week to 'prepare'.

So which maps shall we play?

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Nightma12](#) on Sat, 28 Oct 2006 21:12:24 GMT  
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---

city\_flying

---

Subject: Re: GSA v WOL 15v15+

---

Posted by [Zion](#) on Sun, 29 Oct 2006 15:49:00 GMT

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---

What's the TS IP?

Or will that come at a later date?

---

Subject: Re: GSA v WOL 15v15+

Posted by [Dave Anderson](#) on Sun, 29 Oct 2006 19:39:33 GMT

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---

You guys should open up one more spot so you can have a spectator who can video capture the two matches. Only problem would be finding someone to do it. That would be neat.

---

Subject: Re: GSA v WOL 15v15+

Posted by [Tiesto](#) on Sun, 29 Oct 2006 22:58:06 GMT

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---

We will need 2 ts. One for Wol and one for GSA.

I think Dan might be able to set the GSa team with a Ts.

City Fly and Field i think, both sides.

---

Subject: Re: GSA v WOL 15v15+

Posted by [Zion](#) on Mon, 30 Oct 2006 00:40:06 GMT

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---

Dave Anderson wrote on Sun, 29 October 2006 19:39 You guys should open up one more spot so you can have a spectator who can video capture the two matches. Only problem would be finding someone to do it. That would be neat.

I have decent recording abilities. Registerd Fraps 2.8 and a very good graphics card. Plenty of space for raw video. That is if no-one wants me to play...

---

Subject: Re: GSA v WOL 15v15+

Posted by [Nightma12](#) on Mon, 30 Oct 2006 01:19:35 GMT

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---

Spectator will be on team neutral

---



Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Mon, 30 Oct 2006 01:33:35 GMT  
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---

Or in your case, !0wn

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Goztow](#) on Mon, 30 Oct 2006 07:40:08 GMT  
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---

Acey#GW wrote on Sun, 29 October 2006 23:58 We will need 2 ts. One for Wol and one for GSA.

I think Dan might be able to set the GSa team with a Ts.

City Fly and Field i think, both sides.

You can use TK2-TS (see our website) if wanted but you could also just have 2 different channels on one teamspeak server and password the channels?

---

Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Mon, 30 Oct 2006 08:48:37 GMT  
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---

I can setup a TeamSpeak Server, Thats private for both teams.  
If that would help.

Good luck guys, and good games hopefully

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Mon, 30 Oct 2006 19:33:17 GMT  
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---

We have the servers taken care of.

Details will be provided when we hard-lock a date. I'll put up two separate teamspeak servers and select random ports for each (that only the captain will know).

Let's just finalize the details.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [jschultz9](#) on Mon, 30 Oct 2006 19:34:53 GMT  
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---

ok cool, no one had offered so thought I might as well.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Mon, 30 Oct 2006 19:47:56 GMT  
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---

I've been dodging around what will be hosted because I didn't want to stray off topic. But I'll make sure everything is taken care of.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Yoshimitsu](#) on Thu, 02 Nov 2006 02:30:57 GMT  
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---

If you need somebody to host Teamspeak, I have one already setup

for those of you with Ventrilo, I also have that, and I can bridge them so that Vent and TS people can communicate together.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 05 Nov 2006 02:36:18 GMT  
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---

fl00d3d wrote on Mon, 30 October 2006 14:33 We have the servers taken care of.

Details will be provided when we hard-lock a date. I'll put up two separate teamspeak servers and select random ports for each (that only the captain will know).

Let's just finalize the details.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 05 Nov 2006 02:38:10 GMT  
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---

This is in one week. I find it hard to believe that after so much discussion and debate the thread has gone dead. Sounds like a dodge by both teams.

Server Information, game information, teamspeak information, rules, etc. will all be posted here within the next 48 hours. If no feedback is provided I will setup these things based on existing feedback in these forums.

Jimbo/XP are you two going two still going show?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Sniper\\_De7](#) on Sun, 05 Nov 2006 09:35:15 GMT  
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---

You're really kidding yourself if you think jimbo would have gotten a team, XP maybe, jimbo no. Besides, as far as I know.. XP was gamespy, too, but whatever

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sun, 05 Nov 2006 21:45:46 GMT  
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<http://dynclan.net/dynclan/warplaner/extwars.php?action=deta ils&NMR=104846&clan=4262>

Wol rapes...LOL.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Goztow](#) on Sun, 05 Nov 2006 22:10:45 GMT  
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Date: 05.06.04

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Sniper\\_De7](#) on Sun, 05 Nov 2006 22:28:26 GMT  
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---

It's later than anything you could consider before, but I would consider our BR match more of westwood vs GSA than that. XP got people he knew more than people who would have considered the best. We played +BR+ and we won 3 out of 4, Field and Mesa, and obviously both teams won GDI on field. (5v5)

Line up being Peter, Zetti, Rohirrim, Sniper\_de7, Zephyr, Scott. Probably one of the best line up for november of 2003.(for gse)

BR would take the cake for any arranged WOL game though, lol, I'd rather pick a team of players who've played together more than random players who supposedly are good. So if you want to say a best WOL team I'd say BR, in its time of course..

But, like I said, WOL clans didn't play 8v8 and 10v10s as much as gamespy did, and that's why it's a little more of an advantage for us when we played more than 6v6. We played them 5v5, but it was a fun game even though we did get raped as Nod on Field.

Anyways like I said this GSA vs wol now would be a farce i mean XP is from GSA and so is jimbo and to have XP even pick the teams for WOL would just be kinda dumb since he's from GSA. I don't really know all who came from GSA. I don't even think roh originally came from gamespy either, but he played both pretty much evenly.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Tue, 07 Nov 2006 03:57:01 GMT  
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---

Is this going to happen or not? I haven't heard from the captains and I haven't heard complaints against who is captain ...

...so, I'm assuming this game is still on.

Since there are questions in the air and not enough confirmation - lets bump this back a week to the 18th of November. If there isn't enough confirmation (interests) from both sides by the 11th (this coming saturday) we'll just assume that this isn't going to work out and that neither side wants to play the other.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Sniper\\_De7](#) on Tue, 07 Nov 2006 04:52:53 GMT  
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You haven't heard ANYTHING from the captains, because they don't frequent this place, like, ever. Pick new ones if you want or vote or whatever the hell you want to do. 15v15 is pretty stupid :\

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---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Tue, 07 Nov 2006 05:42:49 GMT  
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---

I will be there for the game...

Also... Those screenshots.... I don't even remember those games. And I highly doubt that was WOL vs GSA. That was more of a clanmatch. MoP, KFC, and I were all from GSA at the time. And just like De7 said, I prob am more GSA than WOL still.

And also, I said I would be captain for WOL because I wanted this to be a fun thing. Not turn into a flame war. GW, I have messaged your leader's on GSA for the past MONTH... And you guys will not play DGAFF (my current clan) in a clan match. I figure you guys being 163 - 0 wouldn't fear us much. More importantly, lets not turn this into a flame war and make this no fun. It's not about whose better, WOL or GSA. It's about fun. Sure it's fun to win, but this game doesn't mean GSA is better than WOL or vice versa. No one will ever no, and no really cares. If you want this to be no fun ill truley pick a clanwars.cc team and we'll see how it turns out. I don't want tha though. I want WOL players to have a chance to have fun in a match against GSA. Win or Lose.

The best players in Renegade play on both WOL and GSA. n00bs play on one or the other, but they don't care which service is better because they don't know any different.

---

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Subject: Re: GSA v WOL 15v15+

Posted by [Jimbo27](#) on Tue, 07 Nov 2006 06:14:50 GMT

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Sniper\_De7 wrote on Sun, 05 November 2006 04:35 You're really kidding yourself if you think jimbo would have gotten a team, XP maybe, jimbo no. Besides, as far as I know.. XP was gamespy, too, but whatever  
What's that supposed to mean

I haven't been on at all lately due to unexpected business (and it's nowhere near done). So yeah, if you guys wanna still do this, I'll play but find another captain.

Also, regarding that gse v BR, thats about as close as it gets to the top players from GSA vs the top from WOL.

---

Subject: Re: GSA v WOL 15v15+

Posted by [Zion](#) on Tue, 07 Nov 2006 08:30:08 GMT

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---

It's starting to fly off topic again.

Any more news on dates, servers, etc etc? I'm looking forward to this.

If you want someone to record it, i'll record it, but you need to consider (and possibly edit) the maps to be used since i'll be put on the newutral team and i spawn at 0,0,0. Sometimes that's underground or in the ground so i'll be unable to see/move. Add a teleporter at 0,0,0 to a decent position so i'll spawn above ground in the field, and get some decent footage

---

Subject: Re: GSA v WOL 15v15+

Posted by [Sniper\\_De7](#) on Tue, 07 Nov 2006 12:31:40 GMT

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---

Jimbo27 wrote on Tue, 07 November 2006 00:14 Sniper\_De7 wrote on Sun, 05 November 2006 04:35 You're really kidding yourself if you think jimbo would have gotten a team, XP maybe, jimbo no. Besides, as far as I know.. XP was gamespy, too, but whatever  
What's that supposed to mean

I haven't been on at all lately due to unexpected business (and it's nowhere near done). So yeah, if you guys wanna still do this, I'll play but find another captain.

Also, regarding that gse v BR, thats about as close as it gets to the top players from GSA vs the top from WOL.

It doesn't mean anything apart from what you've just said. You don't really visit these forums that much. I mean when you haven't responded in the topic or actually managed to get people. Not ripping on you but just saying I didn't think you'd have enough time on your hands to get a whole

---

bunch of players and then be sure to make a scheduled time, but if you are, cool I guess.

As for XP, Yeah, that wasn't a team of the best WOL, that's why I showed the BR game instead because Acey showed that screenshot (granted, we don't have a screenshot of the BR game because something happened to all our screenshots that scott had when he left, so it's not like he could have shown a screenshot of the BR game). The game we played you told peter or someone that you were going to get WOL players(people who played wol clanwars, not really people specifically FROM wol) to play against us. I think you said you were going to try and get the better ones, but yeah I know that it isn't nearly what would have been considered the best at the time, anyways. And yeah, at those times the only thing GSA really had to offer was gse in terms of skill :\, so anything GSA vs WOL would have been gse vs WOL. I do recognize a lot of the guys' names on there, though.

As for the game, well, I only would enjoy like 8v8-10v10 or at least when I'm in a tank, because playing infantry is boring as hell.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Tue, 07 Nov 2006 20:01:06 GMT  
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Yeah... Well like I said its impossible to say who was the better team, WOL or GSA. As the game moves forward, players change... There have been times in this game where no clans could be touched. DoA was the first unstoppable clan, WL should be mentioned, TA was one of the best at one point, FE, BR, gse possibly the best of all time... Like DoA and BR were the same clan, except for the fact that Clearsh0t and ApocD2 wern't in BR. Add those two (both WOL players to the mix) and its a whole different game. Like when DoA was stacked, that clan was stacked... Then they broke up into BR, FE, Roh joined gse, ApocD2 and CowsMoo retired... Honestly I think gse vs DoA/BR would have been the best match in the game's history.

The games changed as well... When we were stacked in TA, the game was played by buying all ST's and having a big rush and so on... Now the game is played by teching and point whoring to win matches.

Like I said, I think its impossible to figure out who the better team is or was. Trying to imagine the retired stars of GSA, and stars of today... The retired stars of WOL, and the stars of today...

---

So I guess what were really trying to accomplish here is to figure out who the better service is at this point? As of 11/7/06.

---

Subject: Re: GSA v WOL 15v15+

Posted by [fl00d3d](#) on Tue, 07 Nov 2006 20:33:17 GMT

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---

Crimson can you put an announcement on the site / RG screen so that this gets more attention? We can do that once we agree on a day and time ... that way it will be a matter of who shows up to play and not so much who picks who. If 30 people show up for GSA and 15 show up for WOL then it will be slim pickins for the WOL side. Therefore it will be up to individuals and clans who plan to represent their 'side' by going out and informing people of this war.

Date: November 18th, 2006

Time: 6pm GMT

Any objections to that date and time?

---

---

Subject: Re: GSA v WOL 15v15+

Posted by [Zion](#) on Wed, 08 Nov 2006 00:12:42 GMT

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---

Many people have their dinner at that time.

---

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Subject: Re: GSA v WOL 15v15+

Posted by [fl00d3d](#) on Wed, 08 Nov 2006 06:26:25 GMT

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But even more people don't. lol

The time is on a weekend two weeks in advance - you should be able to work around it. We have to accommodate a lot of different timezones and I think a Saturday at that time is more fair to everyone (favoring mostly eastern US and western Euro).

---

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Subject: Re: GSA v WOL 15v15+

Posted by [Tiesto](#) on Wed, 08 Nov 2006 19:49:45 GMT

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Xtr3m3Pr0 wrote on Tue, 07 November 2006 06:42GW, I have messaged your leader's on GSA for the past MONTH... And you guys will not play DGAFF (my current clan) in a clan match. I figure you guys being 163 - 0 wouldn't fear us much. .

The best players in Renegade play on both WOL and GSA. n00bs play on one or the other, but they don't care which service is better because they don't know any different.

The main reason is some of us don't play that much anymore. To be honest anything below 4v4 i don't like to play. Plus another reason is as i've only just started playing this game again on any kind of skill level and only me and Dan still really play. So we wouldn't really be any competition in

our current state compared to cw.cc players who play alot at a very high level which i'm not used to.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Wed, 08 Nov 2006 19:59:53 GMT  
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fl00d3d wrote on Tue, 07 November 2006 15:33  
Date: November 18th, 2006  
Time: 6pm GMT

Any objections to that date and time?

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Fri, 10 Nov 2006 19:59:14 GMT  
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COMMUNITY EVENT!

\*\*\*\*\*

Who: GSA -vs- WOL  
What: 12v12 AOW match (4 maps)  
Where: <see below>  
When: 18 November, 2006 at 4pm GMT  
Why: Some business needs to be taken care of

Alright, let's lock this on the 18th. I'll bump it up to 4pm GMT since it is a weekend and that would better accommodate the euros.

We'll play a total of four maps; two maps -each team playing both sides.

Maps:  
Field, Walls\_flying

General Rules: Everyone will load into a staging map. Once everyone has loaded, all players will switch to the same team and the map will end. When the first map of the competition loads, all players will remain on the same time until every player has completely loaded. At this point, it will be up to one of the team captains to announce switching, thus starting the game. The rotation will be set to have a staging map between each round so this will be repeated for each map. Pedestal will be off.



Notices: The game will not stop for any circumstance, even if you have players that drop. It is the responsibility of the team captain to ensure reliable players are participating.

Map Rules: No ob walking/glitching (running/dodging/sacrifice is ok). Harv walking is OK. Buddy jumping is OK. "Flaming apcs" are not permitted.

Where to meet? Our clanwar teamspeak will be available to both teams. Channels will be passworded; and passwords will be given to the captains. The address is ts2.tsugaming.com:7331

\*\*\*\*\*

I will set the server up with traditional settings (ie. no extra money per harvester dump, no crates, etc.) I will not have Renguard running on the server --for a variety of reasons-- but I think all of you are experienced enough to know when someone is cheating and has the ability to record someone with FRAPS, etc. if they are to show proof later. Hopefully no one would even consider it in a game like this. No advantageous skins will be permitted (such as any skins which permit you to see stealth easier, bright skins, clearscope, etc.).

If there are any other questions or issues to be address - say it now. The event will take place in one weeks time. These maps are popular maps that all of you have already had plenty of clanwar experience on.

If anyone has any specific concerns or needs to get a hold of me, you can add me on MSN: cryptowizard@speakeasy.net

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Sat, 11 Nov 2006 00:20:23 GMT  
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What about the Spectator that will be recording? I know for a fact that people on the neutral team on field spawn under ground and therefore cannot access the game.  
If you use blackintell'd dll file and reserve a mod space for the spectator you can fill the serv (24 players) and still allow the spectator to join.

I'm willing to record the fight if you wish.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Nightma12](#) on Sat, 11 Nov 2006 11:32:58 GMT  
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yup thats fine mero!

and 0wn3d team isnt neutral , you spawn in the tunnels/GDI base/nod base/ out in the field

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Sat, 11 Nov 2006 15:26:51 GMT  
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---

Last time i edited field i had to put a teleporter at 0,0,0 since they spawned underground.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sat, 11 Nov 2006 20:17:37 GMT  
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---

fl00d3d wrote on Fri, 10 November 2006 20:59 No advantageous skins will be permitted (such as any skins which permit you to see stealth easier, bright skins, clearscope, etc.)

Ummm...so you're saying pure rg?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 11 Nov 2006 20:26:13 GMT  
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---

No, no RenGuard will be running at all. Skins ARE allowed (colored vehicles, custom skins that aren't hypercolored or bright colored dots on sniper's heads, etc.).

I admit that I do use some of these skins myself. As long as the servers permit it and RenGuard doesn't block it - I'm all into spicing up the game. HOWEVER for this game I want to keep it as traditional and "fair" as possible.

I was debating whether or not to run RG, but then I figured (1) This isn't a pub. game and everyone should be experienced enough to catch cheaters in the act (2) A lot of people have RG problems and I don't want it to be used as an excuse ("we lost cuz \_\_\_\_ kept dropping because of RenGuard").

I'm about to post the info on RenegadeCommunity.com. See you all next weekend!

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Subject: Re: GSA v WOL 15v15+  
Posted by [Spoony](#) on Sat, 11 Nov 2006 20:52:45 GMT  
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---

I was playing on XP's team but I'll be in California then, so never mind. Don't reschedule it on my account.

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Xtr3m3Pr0](#) on Sun, 12 Nov 2006 21:28:44 GMT  
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---

Yeah I actually can't make it that date either. I work every friday and sat. night from 3pm - 11pm.

Sorry guys.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Mon, 13 Nov 2006 04:53:28 GMT  
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---

The game goes on even if 1 person from both sides show. It will be a 1v1 if we must. If only 1 person shows up and they're the most noobie person in the community - their side will win.

I don't want this to be dodged anymore. I'm not saying that those two don't have valid excuses ... but as Spooky said the game needs to remain scheduled. And it IS.

Nothing has changed. Game is on Saturday as planned. Announcement has been made on [renegadecommunity.com](http://renegadecommunity.com).

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Dave](#) on Mon, 13 Nov 2006 21:38:30 GMT  
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---

I would like to be on WOL Anyone has problem with it

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Tue, 14 Nov 2006 01:42:18 GMT  
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when is it?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Tue, 14 Nov 2006 08:09:05 GMT  
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18th

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Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Wed, 15 Nov 2006 01:41:03 GMT  
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K

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Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Wed, 15 Nov 2006 05:13:33 GMT  
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---

The game IS still on as scheduled. The WOL leader said he won't be there so it will be up to the WOL players to pick their captain (and/or put together a team on the 18th).

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Nightma12](#) on Wed, 15 Nov 2006 17:34:07 GMT  
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---

i think this will be dead :/ lol

ah well, hope it goes well!

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Thu, 16 Nov 2006 04:03:31 GMT  
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---

It won't be dead. I know that there are a lot of GSA folks that will show up. And I've seen some definite interest on both sides in this thread.

It would be a shame for one side not to show (or to be short) and have to forfeit. It wouldn't prove one side better than the other, but it would show communication and flexibility in the clans for the community that showed.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Thu, 16 Nov 2006 12:39:01 GMT  
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---

If one team has too many more people than the other, some people can switch sides and it can just be a fun match.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Thu, 16 Nov 2006 22:28:27 GMT  
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---

After the other team forfeits, yeah.

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Fri, 17 Nov 2006 23:16:13 GMT  
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---

Server name, time?

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 18 Nov 2006 04:59:41 GMT  
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---

The server will be running on XWIS (with wolspy running). RenIP will most likely be blocked.

The server will be running in place of RenUnderground :: AOW and will be called WOL vs GSA Community War and will be running on a0000004.

Teamspeak address for this event is: ts2.tsugaming.com:7331

Because of the fact that we are trying to keep this clean and organized I am asking nicely that everyone remain orderly and follow the instructions of whoever is picking teams and setting up the game. Since we are expecting close to 24 people on the server as well as teamspeak (most, not all) -- it can get quite tedious asking everyone to do things individually. So stay focused so we can do what we all have been waiting to do..... WAR!

The GSA team will be led by Jimbo. Or whoever is elected by those who show up (if Jimbo doesnt)

The WOL team does not have a captain. You will have to pick on tomorrow.

TIME REMINDER: 4pm GMT (11am U.S. Eastern time)

So if you're in the western U.S. or Asia it could be quite late/early for you -- but this is a once in a very long while event so suck it up.

This will be a 12 v 12 event. First come first serve (unless the team captain is present, then he can pick his top 12). More than 12 per team ARE requestd to be available in case we need more people. We may even agree to a larger game if we have more people.

If the game turns out to be smaller or one team doesn't show (or have enough people) then it will be a forfeit. And you can decide whether or not you want to play for fun.

Any less than 6 people per side (wol/gsa) will constitute a forfeit. You must have at least 6 players.

Read above for more information (rules, etc.)

If anyone has any questions, feel free to contact me directly on MSN:  
cryptowizard@speakeasy.net

Good luck to both teams, tomorrow! And have fun!

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 18 Nov 2006 15:51:52 GMT  
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War is set to begin in 10 minutes.

Stage in: ts2.tsugaming.com:7331

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sat, 18 Nov 2006 16:02:57 GMT  
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No one bothered by the look of it

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 18 Nov 2006 16:15:13 GMT  
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[10:51:08] HiTMaNx joined channel  
[10:52:19] HiTMaNx quit  
[11:00:48] CUS STONECOLD SAID SO joined channel  
[11:00:50] CUS STONECOLD SAID SO quit  
[11:04:23] Acey joined channel  
[11:04:40] Acey quit  
[11:09:38] TheLetterA joined channel  
[11:09:47] TheLetterA quit

These four, plus Merovingian (who I think was to observe) and myself. 6 total.

I think all of these people ^^ were playing for GSA? If you can confirm then at least we can say WOL didn't show.

I'm leaving the server up with its "classic Ren" configuration. The server is no longer passworded.

The rotation and rules are set if anyone wants to play.

TYPE !votenextmap to cycle to the next map or just change to the same team.

You can't say I didn't try.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Sat, 18 Nov 2006 19:58:55 GMT  
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---

I was playing for WOL, If there was a free space (which there was plenty).

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 18 Nov 2006 20:01:26 GMT  
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---

I thought you were going to be the neutral recorder? o.O

But yeah, Mero was in teamspeak.

Oh, well -- better luck next time finding someone that will shut their large server down for something like this. That's all I gotta say I tried.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Sniper\\_De7](#) on Sat, 18 Nov 2006 20:53:48 GMT  
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turned out like pretty much like i expexted

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Sat, 18 Nov 2006 23:48:07 GMT  
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---

fl00d3d wrote on Sat, 18 November 2006 20:01 I thought you were going to be the neutral recorder? o.O

I was, that was if WOL was missing a man and GSA had one over, we'd just have to take SS's.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sun, 19 Nov 2006 04:16:21 GMT  
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---

Sniper\_De7 wrote on Sat, 18 November 2006 15:53turned out like pretty much like i expexted

If I would have said that, people would have had less faith in this than they already did. Meh.

If anyone has any suggestions or other ideas for community war events let me know and I'll do my best to coordinate it.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [xJaMiE#GW](#) on Mon, 20 Nov 2006 22:03:31 GMT  
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---

its a dead game.

stupid trying to expect something like this to work out.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [JeepRubi](#) on Wed, 22 Nov 2006 12:05:54 GMT  
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---

Have a fun game, do something every week for like 2-4 hours.

You could have a passworded game and you could hand out the password here, then that could elimtate some n00bs. Im personally dont play ren to be compeditive, and thats why i havent ever joined a clan. So, if there were to be a fun game, i would come whenever i could.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 25 Nov 2006 20:45:05 GMT  
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---

I have a few other events up my sleeve. But I am dealing with more important issues at the moment.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Sun, 26 Nov 2006 12:01:06 GMT  
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fl00d3d wrote on Sat, 25 November 2006 21:45I have a few other events up my sleeve. But I am dealing with more important issues at the moment.

---



Can you take Trpm02's keyboard off him?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Atomicway](#) on Sun, 26 Nov 2006 13:39:04 GMT  
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---

Acey#GW wrote on Sun, 26 November 2006 13:01f100d3d wrote on Sat, 25 November 2006 21:45l have a few other events up my sleeve. But I am dealing with more important issues at the moment.

Can you take Trpm02's keyboard off him?

And Smash it?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Zion](#) on Sun, 26 Nov 2006 14:18:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Atomicway wrote on Sun, 26 November 2006 13:39Acey#GW wrote on Sun, 26 November 2006 13:01f100d3d wrote on Sat, 25 November 2006 21:45l have a few other events up my sleeve. But I am dealing with more important issues at the moment.

Can you take Trpm02's keyboard off him?

And Smash it?

And burn the rest of his machine?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Mon, 27 Nov 2006 13:10:21 GMT  
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---

Acey#GW wrote on Sun, 26 November 2006 06:01f100d3d wrote on Sat, 25 November 2006 21:45l have a few other events up my sleeve. But I am dealing with more important issues at the moment.

Can you take Trpm02's keyboard off him?

Spell/Read much? Please don't tell me you can't read so you resort to video games?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Mon, 27 Nov 2006 16:06:14 GMT  
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---

trooprm02 wrote on Mon, 27 November 2006 14:10Acey#GW wrote on Sun, 26 November 2006 06:01fl00d3d wrote on Sat, 25 November 2006 21:45I have a few other events up my sleeve. But I am dealing with more important issues at the moment.

Can you take Trpm02's keyboard off him?

Spell/Read much? Please don't tell me you can't read so you resort to video games?

You obviously don't understand. I was hinting that you might be an important issue for flooded to sort... But your head is obviously too far up your own backside.

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [trooprm02](#) on Tue, 28 Nov 2006 01:26:18 GMT  
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---

yes, ofcourse, because "trpm02" is an actually account on these forums right?

---

---

Subject: Re: GSA v WOL 15v15+  
Posted by [Tiesto](#) on Tue, 28 Nov 2006 17:32:52 GMT  
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---

You know who i mean. Its an abbreviation. Or don't you know the english language?

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Subject: Re: GSA v WOL 15v15+  
Posted by [Jimbo27](#) on Thu, 30 Nov 2006 02:55:47 GMT  
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---

trooprm02 wrote on Mon, 27 November 2006 20:26yes, ofcourse, because "trpm02" is an actually account on these forums right?

Are you mentally handicapped?

---

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Subject: Re: GSA v WOL 15v15+  
Posted by [fl00d3d](#) on Sat, 02 Dec 2006 01:49:52 GMT  
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---

GSA versus WOL anyone?

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(rofl)

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Subject: Re: GSA v WOL 15v15+  
Posted by [Jimbo27](#) on Tue, 05 Dec 2006 05:04:08 GMT  
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Jimbo27 wrote on Wed, 29 November 2006 21:55trooprm02 wrote on Mon, 27 November 2006 20:26yes, ofcourse, because "trpm02" is an actually account on these forums right?

Are you mentally handicapped?

---