
Subject: Assault Teams and Fire Teams...Why not?
Posted by [SmittyLV](#) on Mon, 10 Dec 2007 00:18:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look I like messing around sometimes like everyone else. But sometimes I just want to go in professionally... you know what I mean? I mean I want a team that will take orders from a designated commander. With that said, one great thing NOBODY uses is the Teams Concept. Diving troops into Assault Team (Usually goes in and takes down defenses, does various goals, and is the workhorse of Renegade) and Fire Team (Usually provides cover or is a back-up team). I mean think about it.. would'nt it be more likely to win with an organized force? Tell me what you think....

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [sadukar09](#) on Mon, 10 Dec 2007 00:43:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

If the people would listen, most of the time it works. (Unless the other team is also organized.) But, most of the public server population, does their own thing, and rarely listen.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Mon, 10 Dec 2007 00:53:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'd be surprised what kind of magic happens in some of the more organized matches (Clanwars, community matches, etc).

This really isn't possible on any public servers, even if people were willing to listen to one person, because of team remixing, low TeamSpeak rate, and a constant influx of new players.

That said, find a community you like, or join a clan, and play in some more organized matches.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Nukelt15](#) on Mon, 10 Dec 2007 06:49:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Teamwork in pubs tends to be of the 'passive' variety... i.e. somebody says "let's rush" and gathers up a group (but the group only has a leader in the sense that the group usually follows the driver of the vehicle in front), or one player decides to tag along with another (either as a 'wingman' or as repair support). Otherwise, teamwork tends to be largely coincidental (i.e. when there's a beacon in the base and everybody on defense goes to find it just because nobody wants to lose the base). Very, very occasionally, a handful of players who know of each other from prior experience playing together will team up and kick ass.

Pubs in Ren can be fun, though. There's always an element of uncertainty when playing with (and

against) people you don't know, and that throws a little flavor in the mix- it is fun to not know what your opponents are capable of until you face them, and it is challenging to work with a team whose abilities you aren't sure of. I'd never play a pub match in any game that didn't have either an FF-disable option or a damned mature player base, though... fortunately, Ren at least has the former if not always the latter.

kicks the stupid campus network for being stupid and not letting Ren work

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [PlayMp1](#) on Sat, 15 Dec 2007 14:04:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

sigh Unfortunatly for me, I'm a pretty inconsistant player(no schedule to my life WHATSOEVER) and therefore will probably never be invited to a clan, although iscareu13 once attempted to get his CCS clan to establish a Renegade branch, and I would have been co-leader.

Anyway, assault and fire teams, or alpha/bravo would be nice, but there's a very low chance of that happening in a pub.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [bisen11](#) on Mon, 17 Dec 2007 04:53:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, go join a good clan.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [argathol3](#) on Wed, 19 Dec 2007 21:05:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

thus the TS crew was formed in Jelly-Marathon

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Thu, 20 Dec 2007 03:07:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Wed, 19 December 2007 15:05thus the TS crew was formed in Jelly-Marathon

Yeah, but clanwars.cc players = epic failure. (They're assholes.)

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Carrierll](#) on Thu, 20 Dec 2007 11:01:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

They can be rude, arrogant pricks. Equally, I know some cw.cc players who have been nice. Seems to be luck of the draw.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Thu, 20 Dec 2007 21:29:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, a lot of people from cw.cc are nice if you dont mind a bit cursing. Many of them ARE arrogant, but they have every right to be it, no?

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Sat, 22 Dec 2007 11:33:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Thu, 20 December 2007 13:29Actually, a lot of people from cw.cc are nice if you dont mind a bit cursing. Many of them ARE arrogant, but they have every right to be it, no?

No.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Starbuzz](#) on Sat, 22 Dec 2007 19:46:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sat, 22 December 2007 05:33Surth wrote on Thu, 20 December 2007 13:29Actually, a lot of people from cw.cc are nice if you dont mind a bit cursing. Many of them ARE arrogant, but they have every right to be it, no?

No.

Nicely said, Dover.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 20:01:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

k.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sat, 22 Dec 2007 21:07:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wins the prize. And no, they have NO right to be arrogant.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 21:12:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

They have every right to be arrogant.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sat, 22 Dec 2007 21:14:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Sat, 22 December 2007 15:12They have every right to be arrogant.

Ok, explain why?

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Starbuzz](#) on Mon, 24 Dec 2007 03:09:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Sat, 22 December 2007 15:14Surth wrote on Sat, 22 December 2007 15:12They have every right to be arrogant.

Ok, explain why?

Ethenal, don't even get into an argument with that fellow. You can show him a banana and he will stubbornly say it is an apple. That is how stubborn, blind, arrogant, vile, unfriendly, and hopeless Surth is.

You have been warned, my friend.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [argathol3](#) on Mon, 24 Dec 2007 05:09:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

The only barrier that occurs in Renegade is the reluctance to follow a "commander". Nobody wants to be beneath somebody else and be taking orders. Our Jelly-Marathon is a perfect example of this selflessness.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Mon, 24 Dec 2007 11:32:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Sat, 22 December 2007 13:12They have every right to be arrogant.

Membership into the cc.cw league does not equate Renegade skill. Some top players in cc.cw are just that, top players. This, however, does not endow them with bragging rights, nor does it mean that any given cc.cw player is necessarily skilled.

In short, it really is a shame that Renegade skills don't come with humility and respect for your fellow player. Don't tell me you're better than me. If you really are better than me, I will be the one telling you.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Mon, 24 Dec 2007 11:35:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, not every cw.cc member has skill. troopr02 is registered on the cw.cc forums :]

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Mon, 24 Dec 2007 11:43:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Then you agree with me, or was that just a low-blow at troop at any cost?

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Mon, 24 Dec 2007 11:51:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, i dont agree with you. because when i say "the guys at cw.cc" I dont mean every single one, but the majority.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Mon, 24 Dec 2007 12:00:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yet, that assertion (Be it true or not) does not mean that a person should be respected or beheld as a skilled player just because they are a cc.cw player.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 12:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just like being a clanwars.cc member doesnt make you an Asshole.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Mon, 24 Dec 2007 12:07:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, it doesn't, but experience makes me think "asshole" at lot more than it makes me think "skilled" when seeing a cc.cw player.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 12:19:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then I think you are lacking experience.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [sadukar09](#) on Mon, 24 Dec 2007 12:33:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Mon, 24 December 2007 06:19Then I think you are lacking experience.
I think you are an innocuous geek.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 12:37:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I disagree.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Mon, 24 Dec 2007 12:44:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Mon, 24 December 2007 04:19Then I think you are lacking experience.

It would be nice to see you think before you post.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 12:49:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, how much experience do you have with cw.cc players? 8]

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [sadukar09](#) on Mon, 24 Dec 2007 12:52:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Mon, 24 December 2007 06:49Well, how much experience do you have with cw.cc players? 8]
Geek.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Mon, 24 Dec 2007 13:09:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Mon, 24 December 2007 04:49Well, how much experience do you have with cw.cc players? 8]

A fair amount. How do you want me to quantify experience?

(Please don't turn this into a pissing match)

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 13:13:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Threads in cw.cc forums read by you, with cw.cc players on public played, cws with cw.cc clans played.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Mon, 24 Dec 2007 14:14:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've read a few cw.cc threads on their forums, but to be honest I don't really have the patience for them.

I've played with a respectable number of cw.cc players on n00bstories, and that's where the majority of my experience comes from.

I'm not big on clans, so I've never been in one.

Back on topic. I guess you're right in saying that cw.cc players have a right to be arrogant, but only in the same way that you have the right to make inane nonsensical posts, but having "the right" doesn't stop them, or you, from being douchebags.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Mon, 24 Dec 2007 17:36:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Every topic I've read on clanwars.cc is a bunch of bullshit and grammatical failure. I refuse to read those threads for the most part, as they keep on proving that they are in fact, assholes.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [newcheese](#) on Thu, 27 Dec 2007 04:46:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

SmittyLV wrote on Sun, 09 December 2007 19:18Look I like messing around sometimes like everyone else. But sometimes I just want to go in professionally... you know what I mean? I mean I want a team that will take orders from a designated commander. With that said, one great thing NOBODY uses is the Teams Concept. Diving troops into Assault Team (Usually goes in and takes down defenses, does various goals, and is the workhorse of Renegade) and Fire Team (Usually provides cover or is a back-up team). I mean think about it.. would'nt it be more likely to win with an organized force? Tell me what you think....

ever heard of a clan war, douchebag?

this game's been out for years, there is no way you haven't.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [newcheese](#) on Thu, 27 Dec 2007 04:48:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Mon, 24 December 2007 12:36Every topic I've read on clanwars.cc is a bunch of bullshit and grammatical failure. I refuse to read those threads for the most part, as they keep on proving that they are in fact, assholes.

yeah, assholes, and you pussies can't take it. jelos my skil and grammatical erOr>?!< good, fucker.

go ban somebody for swearing in your server and keep pretending you're thereby doing society a favor while wasting countless hours of your life away, smart man

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [newcheese](#) on Thu, 27 Dec 2007 04:50:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Mon, 24 December 2007 07:52Surth wrote on Mon, 24 December 2007 06:49Well, how much experience do you have with cw.cc players? 8] Geek.

i bet that that when you show that picture in your signature off you get all the girls!

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [BlueThen](#) on Thu, 27 Dec 2007 04:54:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, newcheese.

STFU. Honestly.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [newcheese](#) on Thu, 27 Dec 2007 04:59:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Mon, 24 December 2007 06:32Surth wrote on Sat, 22 December 2007 13:12They have every right to be arrogant.

Membership into the cc.cw league does not equate Renegade skill. Some top players in cc.cw are just that, top players. This, however, does not endow them with bragging rights, nor does it mean that any given cc.cw player is necessarily skilled.

In short, it really is a shame that Renegade skills don't come with humility and respect for your fellow player. Don't tell me you're better than me. If you really are better than me, I will be the one telling you.

of course not all cw.cc players aren't at the top. all players are, originally, public server players. so, the bad cw.cc players are just public server n00bs (and are seen as such by the community). however, all public server players are bad, with i guess mrpirate being an exception, though not really since he did play in the best clans throughout his renecareer.

humility and respect for your fellow player? give me a fucking break. you're probably one of those idiots that wear super tight clothes and whatnot. fucking metrosexuals. let's quit virtually killing each other, let's start holding hands on renegade instead.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Thu, 27 Dec 2007 06:09:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

newcheese, you truly are an asshole.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Thu, 27 Dec 2007 07:51:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

newcheese wrote on Wed, 26 December 2007 20:59Dover wrote on Mon, 24 December 2007 06:32Surth wrote on Sat, 22 December 2007 13:12They have every right to be arrogant.

Membership into the cc.cw league does not equate Renegade skill. Some top players in cc.cw are just that, top players. This, however, does not endow them with bragging rights, nor does it mean that any given cc.cw player is necessarily skilled.

In short, it really is a shame that Renegade skills don't come with humility and respect for your fellow player. Don't tell me you're better than me. If you really are better than me, I will be the one telling you.

of course not all cw.cc players aren't at the top. all players are, originally, public server players. so, the bad cw.cc players are just public server n00bs (and are seen as such by the community). however, all public server players are bad, with i guess mrpirate being an exception, though not really since he did play in the best clans throughout his renecareer.

humility and respect for your fellow player? give me a fucking break. you're probably one of those idiots that wear super tight clothes and whatnot. fucking metrosexuals. let's quit virtually killing each other, let's start holding hands on renegade instead.

I'm all for killing each other virtually, but how about a handshake and a "good game" afterward, like in other sports? As opposed to what we have now. Also, if you truly believe that all public server players are bad, you need to get out of UNRules.

In other news, quit being a newfag. Thanks.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Herr Surth](#) on Thu, 27 Dec 2007 09:58:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: Also, if you truly believe that all public server players are bad, you need to get out of UNRules.

so which servers do you play on?

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Starbuzz](#) on Thu, 27 Dec 2007 13:31:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

NVM.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [newcheese](#) on Thu, 27 Dec 2007 19:11:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

see? this is what i'm talking about. OF COURSE i've played in jelly servers and i don't know what other server you consider goods. the only difference between players in different servers is exactly how bad they are, but none of the players are any good.

not like it matters though.

anyway, clan wars! yeah!

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [BlueThen](#) on Thu, 27 Dec 2007 20:02:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

newcheese wrote on Thu, 27 December 2007 13:11see? this is what i'm talking about. OF COURSE i've played in jelly servers and i don't know what other server you consider goods. the only difference between players in different servers is exactly how bad they are, but none of the players are any good.

not like it matters though.

anyway, clan wars! yeah!
So uh... I guess this is the new troorpm02?

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Ethenal](#) on Thu, 27 Dec 2007 20:08:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Thu, 27 December 2007 14:02newcheese wrote on Thu, 27 December 2007 13:11see? this is what i'm talking about. OF COURSE i've played in jelly servers and i don't know what other server you consider goods. the only difference between players in different servers is exactly how bad they are, but none of the players are any good.

not like it matters though.

anyway, clan wars! yeah!

So uh... I guess this is the new troorpm02?

Not the new troop... just another.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [GEORGE ZIMMER](#) on Fri, 28 Dec 2007 02:46:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just what the Renegade community needs!

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Fri, 28 Dec 2007 09:06:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who said I consider Jelly to be good? I play NS.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [argathol3](#) on Fri, 28 Dec 2007 16:22:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Fri, 28 December 2007 03:06Who said I consider Jelly to be good? I play NS.

Who considers them not to be? We have beaten everybody but Non00bs....then again I guess you could argue that the right people don't play in the matches, which is probably a factor. Jelly 1 AOW has lost prestige simply because it is the first on the list for easy access to the newer players. Jelly-Marathon basically doesn't allow people who don't know how to play. They can come but they won't stay.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Ethenal](#) on Fri, 28 Dec 2007 16:31:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Fri, 28 December 2007 10:22Dover wrote on Fri, 28 December 2007 03:06Who said I consider Jelly to be good? I play NS.

Who considers them not to be? We have beaten everybody but Non00bs....then again I guess you could argue that the right people don't play in the matches, which is probably a factor. Jelly 1 AOW has lost prestige simply because it is the first on the list for easy access to the newer players. Jelly-Marathon basically doesn't allow people who don't know how to play. They can come but they won't stay.

Uh, anyone can stay, as long as they can handle Orca and his butt buddies.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Spoony](#) on Sat, 29 Dec 2007 01:42:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

nobody from the CW team has been remotely unsportsmanlike in any of our community matches... a few of the guys from clanwars.cc are obnoxious, but most aren't... and here's the thing:

it is exactly the same in public servers and in every single community this game has ever seen

I see it in every single server... a regular thinks they're a renegade god just because some complete newbie called them a cheater, etc.

argathol3 wrote:We have beaten everybody but Non00bs....
and clanwars.cc

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [argathol3](#) on Sat, 29 Dec 2007 02:30:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Fri, 28 December 2007 10:31argathol3 wrote on Fri, 28 December 2007 10:22Dover wrote on Fri, 28 December 2007 03:06Who said I consider Jelly to be good? I play NS.

Who considers them not to be? We have beaten everybody but Non00bs....then again I guess you could argue that the right people don't play in the matches, which is probably a factor. Jelly 1 AOW has lost prestige simply because it is the first on the list for easy access to the newer players. Jelly-Marathon basically doesn't allow people who don't know how to play. They can come but they won't stay.

Uh, anyone can stay, as long as they can handle Orca and his butt buddies.

Which you cannot I would assume. As for Spoony, I wouldn't know of a public server fighting clanwars.cc but I don't think we have done that. Nonetheless I don't think a mess of clanwar players would have enough teamwork to get anything done. I am sure more than a couple would form their own kind of click ingame and go and do their own thing. But to not seem so ignorant I guess we would have to try it and see what happens.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Spoony](#) on Sat, 29 Dec 2007 04:25:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Fri, 28 December 2007 20:30Nonetheless I don't think a mess of clanwar players would have enough teamwork to get anything done. I am sure more than a couple would form their own kind of click ingame and go and do their own thing.
that explains our undefeated record I guess

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sat, 29 Dec 2007 05:55:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Fri, 28 December 2007 20:30Ethenal wrote on Fri, 28 December 2007 10:31argathol3 wrote on Fri, 28 December 2007 10:22Dover wrote on Fri, 28 December 2007 03:06Who said I consider Jelly to be good? I play NS.

Who considers them not to be? We have beaten everybody but Non00bs....then again I guess you could argue that the right people don't play in the matches, which is probably a factor. Jelly 1 AOW has lost prestige simply because it is the first on the list for easy access to the newer players. Jelly-Marathon basically doesn't allow people who don't know how to play. They can come but they won't stay.

Uh, anyone can stay, as long as they can handle Orca and his butt buddies.

Which you cannot I would assume. As for Spooky, I wouldn't know of a public server fighting clanwars.cc but I don't think we have done that. Nonetheless I don't think a mess of clanwar players would have enough teamwork to get anything done. I am sure more than a couple would form their own kind of click ingame and go and do their own thing. But to not seem so ignorant I guess we would have to try it and see what happens.

There's a reason for that... I don't play at Jelly.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Sat, 29 Dec 2007 19:14:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here's all I'm saying:

cc.cw player or not, regular or not, temp-mod or not, being a douchebag is not okay. Ever.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [argathol3](#) on Sun, 30 Dec 2007 00:38:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Amen.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sun, 30 Dec 2007 04:54:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Unless you're Surth.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [trooprm02](#) on Sun, 30 Dec 2007 06:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

BURN

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Dover](#) on Sun, 30 Dec 2007 07:30:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Sat, 29 December 2007 20:54Unless you're Surth.

That goes DOUBLE for Surth. Being Surth is never okay. EVER.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [Herr Surth](#) on Sun, 30 Dec 2007 12:06:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

8[

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [sadukar09](#) on Sun, 30 Dec 2007 13:44:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Sun, 30 December 2007 13:068[
Sad little geek.

Subject: Re: Assault Teams and Fire Teams...Why not?
Posted by [argathol3](#) on Sun, 30 Dec 2007 16:24:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Sun, 30 December 2007 07:44Surth wrote on Sun, 30 December 2007
13:068[
Sad little geek.

sadukar09
Messages:1875
Registered:May 2007
Location: Ottawa,Canada

Leave me alone Eth..

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Ethenal](#) on Sun, 30 Dec 2007 19:58:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Dover](#) on Mon, 31 Dec 2007 02:56:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Sun, 30 December 2007 08:24sadukar09 wrote on Sun, 30 December 2007 07:44Surth wrote on Sun, 30 December 2007 13:068[
Sad little geek.

sadukar09
Messages:1875
Registered:May 2007
Location: Ottawa,Canada

Leave me alone Eth..

It sounds impressive, but then you realize about 1872 of those were in flamewars.

Subject: Re: Assault Teams and Fire Teams...Why not?

Posted by [Starbuzz](#) on Mon, 31 Dec 2007 03:30:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sun, 30 December 2007 20:56argathol3 wrote on Sun, 30 December 2007 08:24sadukar09 wrote on Sun, 30 December 2007 07:44Surth wrote on Sun, 30 December 2007 13:068[
Sad little geek.

sadukar09
Messages:1875
Registered:May 2007
Location: Ottawa,Canada

Leave me alone Eth..

It sounds impressive, but then you realize about 1872 of those were in flamewars.

That's why I am proud to say that of all my posts, only 30 or so would be useless spam.
