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Subject: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 04 Jan 2008 05:15:27 GMT  
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Okay, I've been wondering this for awhile.....

Its sort of two questions, but equally related.

1: Is the chem sprayer just a more highly powered version of the flame thrower, or are the two better for different things?

2: Is there a difference between 'Burn' and 'Tiberium' damage. As in, the effect AFTER you've been hit by one of them, and it continues to hurt you. Is tiberium more? Or do they both have advantages?

Thanks.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Fri, 04 Jan 2008 22:08:49 GMT  
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As far as I know:

1: Yes, the chem sprayer is just a flamethrower with beefed damage and does tiberium DoT instead of fire doT.

2: The difference is that they are two different damage types, and theoretically if you got hit by a chem sprayer and a flamethrower at the same time, or stepped in a tiberium field and got shot by a laser rifle, you would take twice as much Damage over Time.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 04 Jan 2008 22:21:59 GMT  
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Well actually I meant...Are the damages actually DIFFERENT? As in, like...Is one longer, but one more damaging?

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [argathol3](#) on Fri, 04 Jan 2008 23:48:34 GMT  
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Chem. lasts incredibly longer, it's border-line ridiculous how long on shot from a chem warrior can last. I would think since a chem does more damage to a building than a flamethrower it does more damage in general.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Sun, 06 Jan 2008 03:53:39 GMT  
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MWright967 wrote on Fri, 04 January 2008 16:21 Well actually I meant...Are the damages actually DIFFERINT? As in, like...Is one longer, but one more damaging?

Yes, Chemsprayers cause more damage when compared to Flamethrowers.

The Chemsprayer's "poison" burns right through light vehicles. Also, it can penetrate through infantry (like sniper rifle) making them deadly in tunnels.

They are great on buildings even if attacking from outside.

Just aim for the head of your enemy. And yes, they cause damage even after you stopped spraying.

Other Tiberium weapons like the TAR and TFG cause incredible amounts of damage to infantry even after you stop firing since the Tiberium is physically lodged in their bodies for a while. Aim for their head for really quick kills.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Veyrdite](#) on Sun, 06 Jan 2008 06:21:02 GMT  
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Exception of c4, the chem sprayer does the most damage to mcts in one second. Salvos, volts, and even rail guns don't kill a building as quickly. 400 rounds of tiberium and a timed c4 will kill a building.

Plus they can walk through tiberium and in single-player they cause visceroids if you don't completely kill the enemy before about 5 seconds after being infected.

Chem-sprayer>Flame-thrower

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Sun, 06 Jan 2008 12:27:48 GMT  
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tbh both are useless, Chemsprayer aswell as Flamethrower.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Sun, 06 Jan 2008 19:01:39 GMT  
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Surth wrote on Sun, 06 January 2008 06:27tbh both are useless, Chemsprayer aswell as Flamethrower.

Uhhhh...No they aren't. Besides a volt rifle, there isn't a single weapon I'd rather have for close-quarters than the chem sprayer. It does quite a lot of damage to humans, and has a long burn effect.

Also, its great for early-sieges in places such as, Walls, or Complex. Also, have we forgotten about Tib-Hiding? For example, get a chem warrior and go into the little cave in Mesa and wait for all the MRL's to come out. Jump out from behind, and they won't have enough time or HP to get at you before you destroy them completely.

So, the chem sprayer is NOT even close to useless.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [argathol3](#) on Sun, 06 Jan 2008 22:30:29 GMT  
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Chems wreck vehicles like no other. We apc rush with chems and basically wipe out any and all of GDI's vehicles....but, heres a video owning with chems

[ftp://ftpfiles.ren-archive.com/Masters\\_City\\_Rushes.wmv](ftp://ftpfiles.ren-archive.com/Masters_City_Rushes.wmv)

the buffer is quite a bit but the resolution is incredible.

and this one is owning with flamethrowers....

<ftp://ftpfiles.ren-archive.com/refsound.wmv>

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Mon, 07 Jan 2008 13:34:12 GMT  
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Chemos are useless. end of story.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [trooprm02](#) on Mon, 07 Jan 2008 17:53:10 GMT  
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Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

uuuuuuuuuuuuuuuuuuuuuh

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [argathol3](#) on Mon, 07 Jan 2008 21:56:08 GMT  
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Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

How long have you been playing this game you retard (don't say since it has hit the shelf because the next to zero probability of that is simply annoying)...Chems have their own use just like any other weapon in the game.

Watch this and think up some of your own ideas.  
[ftp://ftpfiles.ren-archive.com/Masters\\_City\\_Rushes.wmv](ftp://ftpfiles.ren-archive.com/Masters_City_Rushes.wmv)

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Mon, 07 Jan 2008 22:04:35 GMT  
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Quote:

How long have you been playing this game you retard (don't say since it has hit the shelf because the next to zero probability of that is simply annoying)...Chems have their own use just like any other weapon in the game.lmao

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Mon, 07 Jan 2008 22:07:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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EVERY. SINGLE. WEAPON. Has a specific use, even if its very narrow in specifcs. Perfect example, the handgun. Its SUPPOSED to be the weakest weapon (Thats actually not technically true. It will do more damage with a headshot than a laser rifle shot does), but, it has unlimited ammo, and EVERYONE can use it. Its actually one of the best weapons, because its fast, you don't have to worry about ammo, and anyone can use it.

People don't seem to understand that no weapon 'sucks'. They each have a specific use, even if they aren't widely used.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Mon, 07 Jan 2008 22:18:59 GMT  
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You are dumb. :/

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Mon, 07 Jan 2008 22:39:25 GMT  
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MWright967 wrote on Mon, 07 January 2008 16:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

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People don't seem to understand that no weapon 'sucks'. They each have a specific use, even if they aren't widely used.  
No Final Renegade plz.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Tue, 08 Jan 2008 03:02:04 GMT  
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MWright967 wrote on Mon, 07 January 2008 14:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

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No, this is where you're wrong

The rocket officer truely sucks. GDI's version is outstripped by Gunner in every way imaginable. Even Nod would be better off getting a laser weapon for longer distance or a shotgun/chemsprayer/volt for short range.

For the record, I don't count "I can't afford anything better" as a specific use.

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Subject: Re: So...Advantages, disadvantages..?

Posted by [BlueThen](#) on Tue, 08 Jan 2008 03:06:25 GMT

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Dover wrote on Mon, 07 January 2008 21:02MWright967 wrote on Mon, 07 January 2008 14:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

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For the record, I don't count "I can't afford anything better" as a specific use.

Happy 666th post, mate.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Tue, 08 Jan 2008 03:26:28 GMT  
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Dover wrote on Mon, 07 January 2008 21:02MWright967 wrote on Mon, 07 January 2008 14:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

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For the record, I don't count "I can't afford anything better" as a specific use.

Wrong.

The rockets on the Rocket Soldier, while yes it IS cheaper, are also slower, not only in firing speed but in air-flight-time.

Whats the advantage of this? It makes it FAR easier to lead the target on far away maps. With the faster rockets, you have to judge it far more precisely. With slower rockets, it makes it quite a bit easier.

Trust me, I think of this stuff.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Tue, 08 Jan 2008 03:32:27 GMT  
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Bullshit. Slower rockets are easier to dodge, therefore making your "leading" useless.

Rockets are near useless at a large distance to any target who gives a shit that it's getting hit. Also, even if you do manage to hit with the rocket officer rockets, it will hardly matter, since they deal negligible damage. Anything the rocket officer does, an LCG or Gunner will do better. Hell, I'd rather have a Tib Syndey than a rocket officer.

Admit it. Just admit you're wrong, and that the rocket officer is useless. It's okay.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [BlueThen](#) on Tue, 08 Jan 2008 03:32:47 GMT  
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MWright967 wrote on Mon, 07 January 2008 21:26Dover wrote on Mon, 07 January 2008 21:02MWright967 wrote on Mon, 07 January 2008 14:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

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Trust me, I think of this stuff.

WRONG AGAIN!

Sorry, I'm not really serious. Just continuing the "WRONG!" thing that's going on here...

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Tue, 08 Jan 2008 06:42:23 GMT  
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Dover wrote on Mon, 07 January 2008 21:32Bullshit. Slower rockets are easier to dodge, therefore making your "leading" useless.

Rockets are near useless at a large distance to any target who gives a shit that it's getting hit. Also, even if you do manage to hit with the rocket officer rockets, it will hardly matter, since they deal negligible damage. Anything the rocket officer does, an LCG or Gunner will do better. Hell, I'd rather have a Tib Syndey than a rocket officer.

Admit it. Just admit you're wrong, and that the rocket officer is useless. It's okay.

I'd admit I was wrong if I was actually...You know....Wrong.

Its a LOT easier to aim a slow rocket than a fast rocket, because it will usually hit the ground before the target even gets there.

I didn't say the use was vast, but every single weapon has at least one unique purpose, and I find myself using this one quite a lot actually.

Let me give you a scenario:

Your playing 'Field'. You are GDI.

You are facing the side where the little house is.

In the back, theres a buggy that has just been severely damaged, and it's driver is already hurt. It killed the person hurting it, however. If you use a fast rocket, okay, you MAY hit it, but with a slow rocket? You point a good ways in front of it, killing it. And lets say its on tiberium? That'll kill the

person too.

Yes, the gunner IS better, but its not better in all situations. Sorry, but you just are NOT correct on this.

Like I said, everything has a purpose, no matter how small. But despite that, these things DO happen, and this DOES work.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Tue, 08 Jan 2008 07:16:16 GMT  
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MWright967 wrote on Mon, 07 January 2008 22:42(Bullshit spawned from Satan's anus)

Which is assuming that people use buggys on field, or use slow rockets over long distances, or that buggies regularly steer themselves into rockets, or that the above couldn't be accomplished to a greater effect by aiming closer to the brain-dead buggy with a gunner-rocket instead.

In any case, TIME FOR LOGICS!

- 1) In Renegade, rockets fly straight. There is no such thing as innaccuarcy. You hit what you aim for.
- 2) Normally, when people see rockets flying at them, they will attempt to dodge said rockets.
- 3) Fast rockets give less time to react than slow rockets, because fast rockets are faster.
- 4) Less dodging time = harder to dodge
- 5) Harder to dodge = better for the attacker
- 6) ???
- 7) Profit.

Given the above, Whatever bullshit you said was just that, bullshit. Let's not even get into the more damage, faster rate-of-fire, and faster reload time of Gunner rockets over regular rockets.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Tue, 08 Jan 2008 13:52:37 GMT  
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I see the dumbass got raped again in logics.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Tue, 08 Jan 2008 18:50:55 GMT  
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sadukar09 wrote on Tue, 08 January 2008 14:52I see the dumbass got raped again in logics.

Just like you do on a daily basis?

@ Dover: Lol. I don't know what kind of a Renegade player you are, but when I fire a Rocket at a vehicle, 75% of the time they don't bother to move, or can't move.

Let me ask you something: Why would they put in a completely useless version for a team that already has an upgraded version? Because its cheaper? Somewhat. But thats not the main reason. Because its SLOWER.

Just think about it like simple mathematics:

Car A is going at 10MPH on a straight line heading west.

Rocket B is going at 15MPH on a straight line heading north.

Both start at an equal distance apart.

Rocket B will fly past Car A before Car A can contact with Rocket B.

Now, Rocket C is going at 10MPH, or even lets say, 9MPH.

Rocket C will hit Car A at exactly the same time, or a TINY bit afterward, still damaging the vehicle.

You can say WHATEVER you want, you just aren't right. I don't know if you've ever tried using a gunner on stanks in Field, but its pretty retarded and or hard to make contact with one with something that goes so fast and small. I PURPOSELY use a Rocket Soldier in those cases. In the serious fray of the fight people pay attention to vehicles, not dinky little gunners or rocket soldiers firing away on the side lines. Its very rarely people try to kill that kind of stuff, and usually only bother to attack GUNNERS. Dodging stuff like this is only an issue for infantry.

Plus, have we even forgotten the psychological effect? When you see a gunner, what do you think in the back of your mind? "Wellp, theres a gunner whos going to be attacking my vehicle. Somewhat strong. When I destroy these other vehicles, I better go take them out". When you see a Rocket soldier, they look a lot less menacing, they're SMALLER which makes it easier to fire-and-forget, and uhhhh, heres some food for thought thought: What happens when you want to fire and forget a vehicle with a gunner? It hits it VERY fast, they notice you, and start firing on you. This may sound stupid, but with a slower weapon, it gives you MORE TIME TO GO AND HIDE.

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Subject: Re: So...Advantages, disadvantages..?

Posted by [Herr Surth](#) on Tue, 08 Jan 2008 19:21:46 GMT

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Quote:

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Its really amazing how retarded you are, lmao.

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Subject: Re: So...Advantages, disadvantages..?

Posted by [Chimp](#) on Tue, 08 Jan 2008 19:55:41 GMT

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Surth wrote on Tue, 08 January 2008 13:21Quote:

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Its really amazing how you criticize without a reason. I would have expected a bit more from a German.

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Subject: Re: So...Advantages, disadvantages..?

Posted by [Herr Surth](#) on Tue, 08 Jan 2008 20:11:54 GMT

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What do you expect from germans, besides killing Jews?

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Subject: Re: So...Advantages, disadvantages..?

Posted by [Chimp](#) on Tue, 08 Jan 2008 20:13:46 GMT

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Surth wrote on Tue, 08 January 2008 14:11What do you expect from germans, besides killing Jews?

Something more on the level of Freud perhaps? Most Germans are intelligent. I suppose you're

---

part of the minority.

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Subject: Re: So...Advantages, disadvantages..?

Posted by [sadukar09](#) on Tue, 08 Jan 2008 20:27:01 GMT

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MWright967 wrote on Tue, 08 January 2008 12:50sadukar09 wrote on Tue, 08 January 2008 14:52I see the dumbass got raped again in logics.

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I do? Have you been stalking me? Guess I have to file a restraining order.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Tue, 08 Jan 2008 20:32:47 GMT  
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Dude you are funny.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Tue, 08 Jan 2008 20:45:32 GMT  
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MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

This is where AIMING comes into play! either way, if the vehicle is moving in a certain direction at a constant rate, you're going to have to lead with rockets. It's a question of how much you have to lead. Anything that the rocket officer can do, Gunner does better.

So I'll have to aim slightly closer to the vech? Big fucking deal. I'll manage.

As for the psychological effect, you may have a point, since when I see a rocket officer firing at me, I'm usually incapacitated for a few seconds from laughing so hard.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Tue, 08 Jan 2008 22:22:04 GMT  
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Dover wrote on Tue, 08 January 2008 15:45MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

This is where AIMING comes into play! either way, if the vehicle is moving in a certain direction at a constant rate, you're going to have to lead with rockets. It's a question of how much you have to lead. Anything that the rocket officer can do, Gunner does better.

So I'll have to aim slightly closer to the vech? Big fucking deal. I'll manage.

As for the psychological effect, you may have a point, since when I see a rocket officer firing at me, I'm usually incapacitated for a few seconds from laughing so hard.

Whatever floats your little pink boat my friend. The psychological effect is the same either way.

---

Also, that was kind of the point of the fucking example. You HAVE to aim ahead. And what happens if the rate of them moving is less than your rocket...? You..... Don't hit them...AMAZING!

Please, try to not to be a dumb fuck and consider the possibility that someone other than you is right.

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Tue, 08 Jan 2008 22:24:43 GMT  
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MWright967 wrote on Tue, 08 January 2008 16:22Dover wrote on Tue, 08 January 2008 15:45MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

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Dover is right, you are wrong.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Tue, 08 Jan 2008 23:41:27 GMT  
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sadukar09 wrote on Tue, 08 January 2008 16:24MWright967 wrote on Tue, 08 January 2008 16:22Dover wrote on Tue, 08 January 2008 15:45MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

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Dover is right, you are wrong.

Now see, thats the point of contention here. The TRUTH is, I'm right, Dover is wrong.

Sadukar09, please return to your underground dwelling to spend time with your freind Gollum.

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [BlueThen](#) on Wed, 09 Jan 2008 00:06:20 GMT

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MWright967 wrote on Tue, 08 January 2008 17:41sadukar09 wrote on Tue, 08 January 2008 16:24MWright967 wrote on Tue, 08 January 2008 16:22Dover wrote on Tue, 08 January 2008 15:45MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

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Sadukar09, please return to your underground dwelling to spend time with your friend Gollum.

No! I'M RIGHT! UR ALL WRUNG!

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Dover](#) on Wed, 09 Jan 2008 02:40:42 GMT

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MWright967 wrote on Tue, 08 January 2008 15:41 sadukar09 wrote on Tue, 08 January 2008 16:24 MWright967 wrote on Tue, 08 January 2008 16:22 Dover wrote on Tue, 08 January 2008 15:45 MWright967 wrote on Tue, 08 January 2008 10:50 Further bullshit

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Dover is right, you are wrong.

Now see, that's the point of contention here. The TRUTH is, I'm right, Dover is wrong.

Sadukar09, please return to your underground dwelling to spend time with your friend Gollum.

MWright, the YCTAT Law states that you cannot troll a troll. So don't try.

Also, if you're right, and I'm wrong, explain why a gunner rocket cannot hit if you lead with the proper amount?

Look, it's okay to be new to Renegade. A lot of people on this forum haven't been playing for that long, and that number has only increased after TFD came out. These people still struggle with basic concepts like Gunner > Rocket Officer, or that the stealth tank isn't really completely stealth. That's okay. We all learn in time, and that's what these forums are for. The truth is all we ask in

return.

Come on, say it. "I dug myself into a hole making an absolute statement that didn't hold true. I was wrong. I'm sorry".

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoony](#) on Wed, 09 Jan 2008 02:59:41 GMT  
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about the rocket speed, a slower rocket is no advantage at all compared to a faster rocket

about the psychological effect, the reason people view rocket soldiers as less of a threat is because they ARE less of a threat... a tank will shoot more pressing concerns first before killing the rocket soldier, how's that an argument for the rocket soldier being any good?

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoony](#) on Wed, 09 Jan 2008 03:07:51 GMT  
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argathol3 wrote on Mon, 07 January 2008

15:56ftp://ftpfiles.ren-archive.com/Masters\_City\_Rushes.wmv

the fact that kind of thing works against an enemy who absolutely sucks doesn't make them good strategies

for example, the first one

- cityflying and nod you get a humvee AND an apc to your hand? that alone proves they don't know what they're doing
  - there are a bunch of nod guys already in the Hon as you run in and you still got your remotes off? again, these don't demonstrate good strategies, they demonstrate the fact you were playing against feeble opposition
- 

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Wed, 09 Jan 2008 04:14:08 GMT  
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Spoony wrote on Tue, 08 January 2008 18:59about the rocket speed, a slower rocket is no advantage at all compared to a faster rocket

about the psychological effect, the reason people view rocket soldiers as less of a threat is because they ARE less of a threat... a tank will shoot more pressing concerns first before killing the rocket soldier, how's that an argument for the rocket soldier being any good?

---

I'm going to laugh myself silly when he comes back telling YOU that you're wrong, spoony.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Wed, 09 Jan 2008 04:32:21 GMT  
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---

Spoony wrote on Tue, 08 January 2008 21:07argathol3 wrote on Mon, 07 January 2008 15:56ftp://ftpfiles.ren-archive.com/Masters\_City\_Rushes.wmv  
the fact that kind of thing works against an enemy who absolutely sucks doesn't make them good strategies

Really? I'm sorry, I didn't know almost every Renegade player was a pro.

Pro's are very few in number. I can go into 5 seperate games, and I may only find 3 out of say, 100 people that I would consider "Pro" level. Even "Good" is hard to find. The fact is, most people are nothing to write home about, and are stupid, and don't know shit. Therefore? My tactic can be perfectly usable on anyone who isn't considered "Good" or above. And I'd be willing to bet, more than 75% of the players you meet on a daily basis will fall under that category.

Assuming you won't find noobs is like assuming the sun won't come up tomorrow. All odds are that IS going to and WILL happen.

The defense rests.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoon](#)y on Wed, 09 Jan 2008 04:37:07 GMT  
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well, you could instead talk about strategies that work well if your opponent actually knows what they're doing... because they work against noobs too.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Wed, 09 Jan 2008 04:40:40 GMT  
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Spoony wrote on Tue, 08 January 2008 22:37well, you could instead talk about strategies that work well if your opponent actually knows what they're doing... because they work against noobs too.

You fail to see the point of the argument. The discussion isn't about what's BEST overall. Obviously the gunner is useful in far more situations than the Rocket Soldier, or it would be pointless. However, I'm trying to prove here, that every weapon DOES have a purpose.

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Wed, 09 Jan 2008 04:41:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Assuming you won't find noobs is like assuming the sun won't come up tomorrow. All odds are that IS going to and WILL happen.

The defense rests.

In all my years of playing Renegade, I've never seen a server larger than 50 people max. How are you getting at "out of 100"?

Also, you don't need to be a pro to have half a brain. I'm certainly not "pro", but I'm able enough.

Lastly, the skill level varies quite a bit from server to server. In an earlier post you meantedioned playing on TSU. That would account for your low count of "good" players.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Wed, 09 Jan 2008 04:44:38 GMT  
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MWright967 wrote on Tue, 08 January 2008 20:40Spoony wrote on Tue, 08 January 2008 22:37well, you could instead talk about strategies that work well if your opponent actually knows what they're doing... because they work against noobs too.

You fail to see the point of the argument. The discussion isn't about what's BEST overall. Obviously the gunner is useful in far more situations than the Rocket Soldier, or it would be pointless. However, I'm trying to prove here, that every weapon DOES have a purpose.

And I (And Spooky, and everyone else who has contributed to this thread minus you) are telling you this is falsehood. The rocket officer lacks a purpose. There is no concieveable situation where he would be the "best" choice.

Come to think of it, the flamethower is also useless. It's outstipped by the chem sprayer in every way that the rocket officer is outstripped by gunner.

Arguably, the auto rifle is useless also. The LCG has about the same range, only with more damage to vechs, burn damage against infantry, and a higher RoF.

Edit: How could I forget? The standard repair gun is made obsolete by the Hotwire/Technician version, which repairs twice as fast and at a longer range.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Ethenal](#) on Wed, 09 Jan 2008 05:52:15 GMT  
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For fucks sake, do you not realize that when a rocket misses its target, it's not the weapon at fault, it's the user!

Dover is right, you are wrong, you need to pick your battles, and I like cookies!

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Wed, 09 Jan 2008 05:57:33 GMT  
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Ethenal wrote on Tue, 08 January 2008 21:52For fucks sake, do you not realize that when a rocket misses its target, it's not the weapon at fault, it's the user!

Dover is right, you are wrong, you need to pick your battles, and I like cookies!

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Wed, 09 Jan 2008 07:31:44 GMT  
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Alright. You know what? I'll be a man.

Dover, I'm sorry. You were right, I was ignorant. I should have listened to you, but I have mild OCD, and the fact that something having no real purpose or place really bothers me.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [SSADMVR](#) on Wed, 09 Jan 2008 12:32:43 GMT  
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sooo, a tib sydney has a purpose as well?

---

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Subject: Re: So...Advantages, disadvantages..?

Posted by [sadukar09](#) on Wed, 09 Jan 2008 14:48:14 GMT

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SSADMVR wrote on Wed, 09 January 2008 12:32sooo, a tib sydney has a purpose as well? Yes, they have pretty good splash against infantry. If you can't afford anything else, EVEN an officer. (Officers do crazy with headshots...plus high ROF=rape) Tib Sydneys can reveal SBHs pretty easily with the Tiberium damage too.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Dover](#) on Wed, 09 Jan 2008 17:34:19 GMT

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MWright967 wrote on Tue, 08 January 2008 23:31Alright. You know what? I'll be a man.

Dover, I'm sorry. You were right, I was ignorant. I should have listened to you, but I have mild OCD, and the fact that something having no real purpose or place really bothers me.

It's alright.

SSADMVR wrote on Wed, 09 January 2008 04:32sooo, a tib sydney has a purpose as well?

The biggest use of the tiberium auto rifle is that it deals splash damage. If you have extras on, and you play as the middle mutant (accoylte? I think?), you can actually heal yourself in the field by firing at your feet with a tiberium auto rifle.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [troopr02](#) on Wed, 09 Jan 2008 21:50:06 GMT

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MWright967 wrote on Wed, 09 January 2008 01:31Alright. You know what? I'll be a man.

Dover, I'm sorry. You were right, I was ignorant. I should have listened to you, but I have mild OCD, and the fact that something having no real purpose or place really bothers me.

hahaha

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [argathol3](#) on Wed, 09 Jan 2008 22:10:59 GMT

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---

All weapons have a purpose, its simply a matter of somebody having the patience to actually use such a low-rated weapon and want to be good with it. I'm all for being an all around player but I don't think you will see me with a Grenadier in the middle of the game

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Wed, 09 Jan 2008 22:11:46 GMT  
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---

NO, NOT ALL WEAPONS DO HAVE A PURPOSE. INDEED, MOST WEAPON DONT HAVE ONE.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [argathol3](#) on Wed, 09 Jan 2008 22:13:51 GMT  
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---

Name one weapon with no possible purpose.....just one eh?

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Wed, 09 Jan 2008 22:17:46 GMT  
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---

ooook

Cheap Rocketsoldier  
Chemsprayer  
TibSidney  
TiberiumFlechetteGun  
Volt Rifle

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Wed, 09 Jan 2008 22:20:30 GMT  
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---

argathol3 wrote on Wed, 09 January 2008 14:13Name one weapon with no possible purpose.....just one eh?

Ignore Surth.

Officer rockets  
Auto rifle  
Engineer repairgun  
flamethrower.

Again, restating what I wrote above, "can't afford better" is not a specific purpose in my book.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Ethenal](#) on Wed, 09 Jan 2008 22:42:46 GMT

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---

MWright968 wrote on Wed, 09 January 2008 15:50MWright967 wrote on Wed, 09 January 2008 01:31Alright. You know what? I'll be a man.

Dover, I'm sorry. You were right, I was ignorant. I should have listened to you, but I have mild OCD, and the fact that something having no real purpose or place really bothers me.

hahaha

Are you laughing because he did something you would never do? He admitted that he was wrong, what's so fucking funny about that? Grow up, you immature prick.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [argathol3](#) on Wed, 09 Jan 2008 22:59:52 GMT

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---

No let him express his stupidity...he laughs at the one who man's up to his mistake, let him be open so that his blatent words of ignorance can be seen by everyone and he falls victim to his own stupid, annoying, and pointless e-bullying..

---

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Subject: Re: So...Advantages, disadvantages..?

Posted by [Starbuzz](#) on Wed, 09 Jan 2008 23:15:48 GMT

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---

Surth wrote on Wed, 09 January 2008 16:11NO, NOT ALL WEAPONS DO HAVE A PURPOSE. INDEED, MOST WEAPON DONT HAVE ONE.

CAPS ARE SO COOL.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Ethenal](#) on Wed, 09 Jan 2008 23:37:36 GMT

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I wonder how old troopr02 really is. Hmm...

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [nikki6ixx](#) on Wed, 09 Jan 2008 23:54:17 GMT  
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---

Ethenal wrote on Wed, 09 January 2008 17:37 I wonder how old troopr02 really is. Hmm...

Dude, judging by the pictures he's posted, he can't be more than 15.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Ethenal](#) on Thu, 10 Jan 2008 00:06:00 GMT  
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nikki6ixx wrote on Wed, 09 January 2008 17:54 Ethenal wrote on Wed, 09 January 2008 17:37 I wonder how old troopr02 really is. Hmm...

Dude, judging by the pictures he's posted, he can't be more than 15.

I didn't know he's posted pictures.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Thu, 10 Jan 2008 00:23:45 GMT  
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---

Surth wrote on Wed, 09 January 2008 22:17 oook

Cheap Rocketsoldier  
Chemsprayer  
TibSidney  
TiberiumFlechetteGun  
Volt Rifle

Now thats just plain ignant'.

Lol. The chem sprayer is quite possibly THE best close-quarters combat weapon available, and does more damage all around than any other weapon.

The Tiberium Sydney is NOTHING to laugh at. Its actually a very good character, and can even out-do Patch in certain respects.

You put down a volt rifle? Dude, don't be retarded. The volt rifle, if used properly, can kill a player in 3 seconds or less, not to mention, if you get close to a vehicle with it, you can demolish it.

And the tiberium fletcherette gun....How else do we kill snipers in Canyon?

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Thu, 10 Jan 2008 00:52:19 GMT  
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---

MWright967 wrote on Wed, 09 January 2008 18:23Surth wrote on Wed, 09 January 2008 22:17oook

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And the tiberium fletcherette gun....How else do we kill snipers in Canyon?  
Shotgun.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Thu, 10 Jan 2008 00:58:12 GMT  
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Shotgun = Tunnel Domination

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Thu, 10 Jan 2008 01:17:30 GMT  
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---

Yeah. The shotgun was so good they b& it from SP.

---

---

Subject: Re: So...Advantages, disadvantages..?

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Posted by [trooprm02](#) on Thu, 10 Jan 2008 01:36:30 GMT

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Ethenal wrote on Wed, 09 January 2008 16:42MWright968 wrote on Wed, 09 January 2008 15:50MWright967 wrote on Wed, 09 January 2008 01:31Alright. You know what? I'll be a man.

Dover, I'm sorry. You were right, I was ignorant. I should have listened to you, but I have mild OCD, and the fact that something having no real purpose or place really bothers me.

hahaha

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hahaha

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Chimp](#) on Thu, 10 Jan 2008 01:41:42 GMT

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Starbuzz wrote on Wed, 09 January 2008 16:58Shotgun = Tunnel Domination

For 1 vs. 1, I'd agree with, you but theres nothing more satisfying than waiting behind a corner, and popping out with a chem sprayer and headshotting someone with it, especially with multiple people.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Ethenal](#) on Thu, 10 Jan 2008 02:43:32 GMT

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trooprm02 is really cool.

---

---

Subject: Re: So...Advantages, disadvantages..?

Posted by [Dover](#) on Thu, 10 Jan 2008 02:55:57 GMT

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---

Ethenal wrote on Wed, 09 January 2008 18:43trooprm02 is A BIG JAKAS.

Quoted for great justice

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [SSADMVR](#) on Thu, 10 Jan 2008 08:17:30 GMT  
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sadukar09 wrote on Wed, 09 January 2008 08:48SSADMVR wrote on Wed, 09 January 2008 12:32sooo, a tib sydney has a purpose as well?  
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If you can't afford anything else you get a soldier, which is way more effective against infantry. And who is seriously gonna run around with a tib sydney looking for sbhs...

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Thu, 10 Jan 2008 08:42:35 GMT  
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You miss the point of the post. Its not to just shoot in random areas around the map and hope to find an SBH, its to either uncover one that was close by and ran off, or used in some place like the tunnels in Field.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Thu, 10 Jan 2008 13:05:30 GMT  
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MWright967 wrote on Wed, 09 January 2008 18:23Surth wrote on Wed, 09 January 2008 22:17oook

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TibSidney  
TiberiumFlechetteGun  
Volt Rifle

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And the tiberium fletcherette gun....How else do we kill snipers in Canyon? LMFAO. Wanna play a cw or something? We buy vehicles, and you kill us with Chem Sprayers or TibSidneys ^^

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Thu, 10 Jan 2008 14:09:12 GMT  
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MWright967 wrote on Thu, 10 January 2008 02:42SSADMVR wrote on Thu, 10 January 2008 02:17sadukar09 wrote on Wed, 09 January 2008 08:48SSADMVR wrote on Wed, 09 January 2008 12:32sooo, a tib sydney has a purpose as well?

Yes, they have pretty good splash against infantry. If you can't afford anything else, EVEN an officer. (Officers do crazy with headshots...plus high ROF=rape) Tib Sydneys can reveal SBHs pretty easily with the Tiberium damage too.

If you can't afford anything else you get a soldier, which is way more effective against infantry. And who is seriously gonna run around with a tib sydney looking for sbhs...

You miss the point of the post. Its not to just shoot in random areas around the map and hope to find an SBH, its to either uncover one that was close by and ran off, or used in some place like the tunnels in Field.

More like...a SBH trying to hide after a fire fight...since damage reveals SBHs

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoony](#) on Thu, 10 Jan 2008 16:24:07 GMT  
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MWright967 wrote on Wed, 09 January 2008 19:23Now thats just plain ignant'.

Lol. The chem sprayer is quite possibly THE best close-quarters combat weapon available, and does more damage all around than any other weapon. but is let down by its shitty range, its unwieldiness against infantry, and the fact that while it does decent damage against a vehicle that's dense enough to let you attack it, there's a tiny little flaw there.

MWright967 wrote on Wed, 09 January 2008 19:23The Tiberium Sydney is NOTHING to laugh at. Its actually a very good character, and can even out-do Patch in certain respects. It's not worth the cost.

MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletcherette gun....How else do

we kill snipers in Canyon?  
you ignore them and demolish the enemy base with tanks.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 06:28:58 GMT  
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Spoony wrote on Thu, 10 January 2008 10:24MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletcherette gun....How else do we kill snipers in Canyon?  
you ignore them and demolish the enemy base with tanks.

That's the difference between CW and Public servers. There is an objective in CW (to win using the most effective strategy) working fast and cohesively.

But in public servers, players get distracted with characters and vehicles that are not necessarily effective and merely feed the player's own indulgement (fun) with the game. Not that it is wrong to do that but winning is not assured and defeat may come at anytime. This is the reason Public games are not the place to be if you are looking for a challenge.

This is also the reason why it is quite pointless to tell a Public player to ignore enemy snipers.

For example, why does the average Public player buy Ramjets all the time? To get most kills. Does not benefit the team at all but it feeds the player's own indulgement in the game. However, there are a few exceptions to this as there are Public players that buy such weapons just to help the team in certain situations.

Why does a CW player buy a Ramjet? To benefit the team if such a weapon fits effectively into the overall strategy of the map.

Only a few Public players understand this.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 11 Jan 2008 06:54:37 GMT  
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Starbuzz wrote on Fri, 11 January 2008 00:28Spoony wrote on Thu, 10 January 2008 10:24MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletcherette gun....How else do we kill snipers in Canyon?  
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Personally, the ONLY time I'll buy a sniper is just to pick off engi's/techs repairing attacking vechs.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 07:03:34 GMT  
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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Fri, 11 Jan 2008 07:07:44 GMT  
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MWright967 wrote on Thu, 10 January 2008 22:54Starbuzz wrote on Fri, 11 January 2008 00:28Spoony wrote on Thu, 10 January 2008 10:24MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletcher gun....How else do we kill snipers in Canyon?  
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How does MWright967 take down flying vehicles?

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 11 Jan 2008 07:11:45 GMT  
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Dover wrote on Fri, 11 January 2008 01:07MWright967 wrote on Thu, 10 January 2008 22:54Starbuzz wrote on Fri, 11 January 2008 00:28Spoony wrote on Thu, 10 January 2008 10:24MWright967 wrote on Wed, 09 January 2008 19:23And the tiberium fletcher gun....How else do we kill snipers in Canyon?  
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How does MWright967 take down flying vehicles?

MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 07:19:30 GMT  
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Ramjets, my friend!

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoony](#) on Fri, 11 Jan 2008 08:10:02 GMT  
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MWright967 wrote on Fri, 11 January 2008 01:11MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.  
volt rifle vs an orca...

you, my friend, have never played against anyone remotely capable of using an orca

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 11 Jan 2008 08:18:37 GMT  
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Spoony wrote on Fri, 11 January 2008 02:10MWright967 wrote on Fri, 11 January 2008 01:11MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.  
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I'm not worried

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Spoony](#) on Fri, 11 Jan 2008 08:39:08 GMT  
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MWright967 wrote on Fri, 11 January 2008 08:18Let me guess, are they going to run me over? I can jump for a reason. Are they going to headshot me? Cool. I'll go get in a little tunnel, structure, or corner so they can't. Are they going to use missiles on me? Possibly. They're also hard to aim and pretty much suck.

I'm not worried

I'm sorry, but a mobius or mendoza is a pretty poor choice of weapon against an orca or apache...

---

any decent flier will gun you down with the machinegun in a heartbeat, and if your strategy revolves around hiding from him, let me point out the flaw:

you won't be able to attack him either if you do that

take my advice and get a ramjet instead... something which actually is effective against an orca, even if piloted by someone who actually knows what they're doing with it

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Fri, 11 Jan 2008 09:07:42 GMT  
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MWright967 wrote on Fri, 11 January 2008 00:18Spoony wrote on Fri, 11 January 2008 02:10MWright967 wrote on Fri, 11 January 2008 01:11MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.  
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I'm not worried

If I was attacking with Orca, and I see you with a Volt Auto Rifle, here's what I would do, in this order:

- 1) Laugh
- 2) FLY AWAY. The while they are pretty powerful, the range on them is downright lol-worthy. Once I'm out of range, I will...
- 3) Either gun you down from out of range (Since orcas outrange Volt Auto Rifles, unless I'm mistaken) OR fly away and proceed to take potshots at your harvester or the structure of my choice, since your Volt Auto Rifle is powerless to stop me and you can't hope to match the speed of an Orca.

Next time, use a ramjet rifle, which kills orcas/apaches in a mere 5 shots (1 clip + 1 shot). Not only will you destroy the orca in less time than it would take with a Volt Auto Rifle, but you'd be able to hit it so long as you maintain line-of-sight, as the ramjet has near-unlimited range.

Also, note that jumping does not safeguard against being run over.

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Fri, 11 Jan 2008 12:11:29 GMT

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Everybody in this thread except for Spooky and Dover sucks.

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 15:10:51 GMT

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NVM.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 15:33:29 GMT

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Surth wrote on Fri, 11 January 2008 06:11Everybody in this thread except for Spooky and Dover sucks.

That means you too thanks.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 15:56:37 GMT

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sadukar09 wrote on Fri, 11 January 2008 10:33Surth wrote on Fri, 11 January 2008 06:11Everybody in this thread except for Spooky and Dover sucks.

That means you too thanks.

Ignore that arrogant Kraut bastard.

---

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Fri, 11 Jan 2008 15:57:22 GMT

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jawoll!

---

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 16:14:14 GMT

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It's funny when he pwns himself.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Fri, 11 Jan 2008 16:24:01 GMT  
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Its funny when you post.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 11 Jan 2008 16:36:00 GMT  
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Starbuzz wrote on Fri, 11 January 2008 09:56sadukar09 wrote on Fri, 11 January 2008 10:33Surth wrote on Fri, 11 January 2008 06:11Everybody in this thread except for Spooky and Dover sucks.  
That means you too thanks.

Ignore that arrogant Kraut bastard.

I lol'ed.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Dover](#) on Fri, 11 Jan 2008 19:43:39 GMT  
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Surth wrote on Fri, 11 January 2008 04:11Everybody in this thread except for Spooky and Dover sucks.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [trooprm02](#) on Fri, 11 Jan 2008 20:43:16 GMT  
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MWright967 wrote on Fri, 11 January 2008 02:18Spooky wrote on Fri, 11 January 2008 02:10MWright967 wrote on Fri, 11 January 2008 01:11MWright967 gets a magical thing called a Volt Rifle, which doesn't have such a slow firing speed and will kill an Orca before having to reload.  
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Let me guess, are they going to run me over? I can jump for a reason. Are they going to headshot me? Cool. I'll go get in a little tunnel, structure, or corner so they can't. Are they going to use missiles on me? Possibly. They're also hard to aim and pretty much suck.

I'm not worried

^haha. Your verrrrrrrry goood!

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Fri, 11 Jan 2008 20:47:07 GMT  
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TROOP WHAT ARE YOU DOING LOOOOOOOOOOOOOLLLLLLLLLL

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Fri, 11 Jan 2008 22:04:42 GMT  
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Starbuzz wrote on Fri, 11 January 2008 14:47TROOP WHAT ARE YOU DOING  
LOOOOOOOOOOOOOLLLLLLLLLL

Dude. Hes being troop.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Ethenal](#) on Sat, 12 Jan 2008 00:22:10 GMT  
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Wow Surth, you just took failure to a new level.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Sat, 12 Jan 2008 00:39:41 GMT  
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yarrrrr im certainly pretty ashamed now 11!121!

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Ethenal](#) on Sat, 12 Jan 2008 02:34:27 GMT  
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And that was the best possible response you could choose.

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Sat, 12 Jan 2008 10:30:08 GMT  
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Dude I dont fucking care if people here think I suck or not.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Sat, 12 Jan 2008 10:39:56 GMT  
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Surth wrote on Sat, 12 January 2008 04:30Dude I dont fucking care if people here think I suck or not.

Actually, you do. It was important enough to you for us to know you don't care, therefore you care if we care.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Starbuzz](#) on Sat, 12 Jan 2008 14:25:06 GMT  
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MWright967 wrote on Sat, 12 January 2008 10:39Surth wrote on Sat, 12 January 2008 04:30Dude I dont fucking care if people here think I suck or not.

Actually, you do. It was important enough to you for us to know you don't care, therefore you care if we care.

Pwned.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [Herr Surth](#) on Sat, 12 Jan 2008 14:27:56 GMT  
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Carebear.

---

Subject: Re: So...Advantages, disadvantages..?  
Posted by [sadukar09](#) on Sat, 12 Jan 2008 18:09:02 GMT  
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Surth wrote on Sat, 12 January 2008 08:27Carebear.

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Subject: Re: So...Advantages, disadvantages..?  
Posted by [Chimp](#) on Sat, 12 Jan 2008 18:17:00 GMT  
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sadukar09 wrote on Sat, 12 January 2008 12:09  
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Carebear.

I Lol'ed.

---