Subject: Advantages and Disadvantages of Teams
Posted by Chimp on Sun, 20 Jan 2008 16:21:33 GMT
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List what you think are advantages and disadvantages of each team (NOD/GDI). I'll start you off.

NOD: The "Assault" team in my opinion. It posseses characters/vehicles which are fast and hard to detect, but too easily destroyed. Being that most of them are a black and red color, they are far harder to see in dark areas than GDI.

GDI: The "Defense" team. They're highly armored vehicles, while not so fast and dextrous as NOD, are essentially, moving turrets, which are extremely hard to kill. They possess characters which are great for early rushes and base-defense.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Sun, 20 Jan 2008 18:41:07 GMT
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GDI's main advantage is being slightly better on most maps :/

Subject: Re: Advantages and Disadvantages of Teams
Posted by Lone0001 on Sun, 20 Jan 2008 19:19:19 GMT
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When I saw the tittle I thought you meant just being in a team lol
cause the disadvantage to having a team is all the dumb team hampering tank stealing 9-12 year old noobs.

GDI : For when you want to be seen and heard

NOD : For when you want to be sneaky

Subject: Re: Advantages and Disadvantages of Teams
Posted by bisen11 on Mon, 21 Jan 2008 03:28:58 GMT
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While GDI does posess more armor and attack, Nod has a great advantage over them in that they don't have to worry about getting their vehicles stolen by sbh so Nod can repair in the feild. So if you don't have engies repping tanks on gdi then nod is better. And Nod is ofcourse better on big maps with multiple base entrances.

Subject: Re: Advantages and Disadvantages of Teams
Posted by kannies on Mon, 21 Jan 2008 08:57:13 GMT
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Nod's main advantage is Stealth. Stealth can also mean Nod's downfall as the stealth unit has the phsycological weakness of avoiding conflict to avoid being seen. A SBH you discovered is more likely to run away before confronting you.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Tue, 22 Jan 2008 22:33:21 GMT
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Nod's main advantage is the teched MobArt, which trumps everything.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Tue, 22 Jan 2008 23:06:04 GMT
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Dover wrote on Tue, 22 January 2008 17:33Nod's main advantage is the teched MobArt, which trumps everything.

Uhm......Arty's are point whores....Its not very common that you destroy any bases with arty's alone. They just provide supressing fire and help take out vehicles.

Get 2-3 Sydney's to use PIC's and fire on an art all at once > Mob Arts. They'll be do way more damage than the tech can compensate for, they'll all die, then the mammy's/meds will move in.

The best all around vehicle is the APC or Orca.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Starbuzz on Tue, 22 Jan 2008 23:27:34 GMT
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LMAO ^

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Wed, 23 Jan 2008 04:17:31 GMT
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MWright967 wrote on Tue, 22 January 2008 15:06Dover wrote on Tue, 22 January 2008 17:33Nod's main advantage is the teched MobArt, which trumps everything.

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The best all around vehicle is the APC or Orca.

Not alone, no.
Like I said, they'd have technicians with them.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Wed, 23 Jan 2008 05:26:28 GMT
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MWright967 wrote on Tue, 22 January 2008 17:06Dover wrote on Tue, 22 January 2008 17:33Nod's main advantage is the teched MobArt, which trumps everything.

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The best all around vehicle is the APC

I'd love to catch you ingame. How about instead of making obvious threads about shit everyone already know about, you learn to play half decently?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Wed, 23 Jan 2008 13:01:11 GMT
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LMFAO, Using PICs against Arts is certainly the way to go!

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Wed, 23 Jan 2008 13:07:09 GMT
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Surth wrote on Wed, 23 January 2008 07:01LMFAO, Using PICs against Arts is certainly the way to go!

Yeah......With multiple PIC's you kill it instantly. Surth, try not being a complete douche for about......Oh, how long does it take before you can make a post after a post? Oh screw it, lets just

go with 30 seconds.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Wed, 23 Jan 2008 13:12:23 GMT
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I'll tell you something:

PICs suck against artys.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Wed, 23 Jan 2008 13:16:44 GMT
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Surth wrote on Wed, 23 January 2008 07:12I'll tell you something:

PICs suck against artys.

I'll tell you something:

You don't know jack shit.

GTFO my internetz.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Wed, 23 Jan 2008 13:28:50 GMT
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What clan are you in? How many clanwars have you won? Huh? Come on, tell me, because apperantly your Uberpro and know everything about Renegade.

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Wed, 23 Jan 2008 13:29:30 GMT
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First, Surth, get out. Same for troop.

Second, PIC's ARE decent against arties, but they have some downsides.

Those being, they have to get somewhat in range of the arty to actuall be able to hit it. The arty can shoot, too, y'know- And its splash damage is pretty devestating vs infantry. True, if the Sydneys could manage to hit the arty and it not be able to kill them off, they could take it down-

---

But it'd be alot better to grab an engineer and a medium tank or an APC and attack the arty with a more orginized group (MRLS, 2 Mediums). They'd do alot more damage to the arty than the Sydneys.

While it's not a BAD tactic, there could be much better ones to take out artilleries.

However, to your main point being that arty's aren't a main tank force- I agree completely. It's very tiring seeing people constantly have about 4 arties (Most if not all not even having a tech backing them up) go out in the field and get their asses handed to them.

Arties are only really useful if each one is backed up by a technician. Now, if you have 4 arties with 4 techs, you can definetly hold the field- But as said before, this doesn't neccisarily make them a good assault force. Although, it certainly is possible to hold off a GDI assault then push forward and maybe take out base defenses.

As for the main topic itself, Nod ftw. It's just too bad that people generally don't know how to use Nod. As I said before, everyone seems to think arty's are gods of war.

It'd be alot cooler to see a few tech'd arties backing up a main assault force composed of a few light tanks and a few stealth tanks, and maybe even an APC. If you can manage to do it right, you've got a damn good attack force.

I've never been much of a GDI person, though. They seem to be more brute force than tactics.

TL;DR: NOBODY USES NOD RIGHT.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Spoony on Wed, 23 Jan 2008 15:33:36 GMT
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Saying the PIC is the best way to deal with an artillery demonstrates a pretty fundamental lack of understanding of the game.

The best options are orcas and med tanks. MRLS's too, but only at long range (like Field). Havocs and APCs are next. PICs somewhere below that.

Subject: Re: Advantages and Disadvantages of Teams
Posted by bisen11 on Wed, 23 Jan 2008 15:41:18 GMT
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I've always considered Havoc's as the best against arties. I guess Orcas would be better it's just you can't use them on many maps. Arties outrange PICs by too much to be effective in my oppinion.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Wed, 23 Jan 2008 15:45:09 GMT
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Havocs get outrepaired by technicians. So unless you have a Med charing onto the Arty its pretty useless.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Wed, 23 Jan 2008 17:03:58 GMT
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@cabalfag haha, I love being told im wrong by people who don't even play LOL.

Subject: Re: Advantages and Disadvantages of Teams
Posted by bisen11 on Wed, 23 Jan 2008 19:50:04 GMT
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When I play there will often be around three havys or so shootin at the arties and not just one. And at the same time there's ussually several which will pwn a tank. They can also pwn the havies tho if they don't have cover.

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Thu, 24 Jan 2008 03:41:40 GMT
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That's funny troop, because I've played Renegade quite a few times. I played it not too long after it come out (Granted, I was a nub for awhile, but yeah).

And I didn't say that you were completely wrong in saying the PIC is bad against arties- I half agree. While they're not the WORST tactic to take out arties, they're certainly not the best.

Maybe you should go e-stalk my xfire account and see it says 523 hours on Renegade, just like you did with u6, only to be all "LOLZ U R TEH PHALE 4 PALYING RENEGADE 2 MUCH!!11" only to be a gigantic hypocrite and laughed at by the whole community as usual.

That also doesn't include the times I've turned off Renegade detection for xfire for scripts.

Still think I don't play Renegade?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Sccrscorer on Thu, 24 Jan 2008 04:31:39 GMT
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150 sydneys suck pretty hardcore on just about everything. However, if your in a cw and ur stuck in your base with little money they can pound on an art. try it you will be shocked

Subject: Re: Advantages and Disadvantages of Teams
Posted by Spoony on Thu, 24 Jan 2008 06:36:57 GMT
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why not just use the GDI soldier...

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Thu, 24 Jan 2008 09:57:01 GMT
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So basically, Artys > PICs.

Subject: Re: Advantages and Disadvantages of Teams
Posted by argathol3 on Thu, 24 Jan 2008 12:39:27 GMT
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GDI Assault Rifle does 7 DMG
NOD Assault Rifle does 5 DMG

It doesn't seem like much of a difference but that there is the reason most of the time NOD loses the up front infantry wars at the beginning of most games. Also, the GDI Apc > NOD Apc...

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Thu, 24 Jan 2008 12:40:59 GMT
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argathol3 wrote on Thu, 24 January 2008 06:39GDI Assault Rifle does 7 DMG
NOD Assault Rifle does 5 DMG

It doesn't seem like much of a difference but that there is the reason most of the time NOD loses the up front infantry wars at the beginning of most games. Also, the GDI Apc > NOD Apc...

Uhh...Wait a sec, I'm gonna have to test this, that seems strange....But yes, GDI APC IS better.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Thu, 24 Jan 2008 17:01:33 GMT
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Cabal8616 wrote on Thu, 24 January 2008 11:41I've played Renegade quite a few times.

Thanks for the reassurance, you obviously must know what you are talking about when it comes to a game you've played a few times, right?

@mvright, do you play on WOL or GSA?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Thu, 24 Jan 2008 18:26:00 GMT
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MWright968 wrote on Thu, 24 January 2008 18:01Cabal8616 wrote on Thu, 24 January 2008 11:41I've played Renegade quite a few times.

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No. I play on Xphaze, n00bstories, Gunnz, and my own server.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Thu, 24 Jan 2008 20:38:16 GMT
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Ok, but thro what, RenIP? And you own a server lol?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Thu, 24 Jan 2008 21:04:17 GMT
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MWright968 wrote on Thu, 24 January 2008 14:38MWright967 wrote on Thu, 24 January 2008 12:26MWright968 wrote on Thu, 24 January 2008 18:01Cabal8616 wrote on Thu, 24 January 2008 11:41I've played Renegade quite a few times.

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Not sure what you mean by "through what"...I'm just connecting to the server with Westwood online..

And yes, I do own a server. And I won't be telling you what its called any time soon.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Thu, 24 Jan 2008 22:07:36 GMT

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And yes, I do own a server. And I won't be telling you what its called any time soon.

The answer to "through what", then, is WOL/XWIS (Westwood Online). Some unfortunate bastards use GSA (Game Spy Arcade), and anyone who knows what they're doing uses some form of Direct Connect.

The only advantage I see in the GDI APC is that it's narrower than Nod's, allowing it to fit in places where the Nod APC can't (Under the bridge in C&C_City, for example). Are there others?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Sccrscorer on Thu, 24 Jan 2008 22:49:01 GMT
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Spoony wrote on Thu, 24 January 2008 01:36why not just use the GDI soldier...

because the 150 sydney is better at killing them

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Thu, 24 Jan 2008 23:22:12 GMT
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MWright967 wrote on Thu, 24 January 2008 15:04MWright968 wrote on Thu, 24 January 2008 14:38MWright967 wrote on Thu, 24 January 2008 12:26MWright968 wrote on Thu, 24 January 2008 18:01Cabal8616 wrote on Thu, 24 January 2008 11:41I've played Renegade quite a few times.

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Not sure what you mean by "through what"...I'm just connecting to the server with Westwood online..

And yes, I do own a server. And I won't be telling you what its called any time soon.

Ok, what nickname do you use? Aka, whats your ingame nick?

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Fri, 25 Jan 2008 00:12:43 GMT
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I use one other than my nick on here, and I'm not telling anyone. Only Nikki knows it because I trust and respect him.

I'd prefere not to be harassed in-game with people screaming "Hey, there's the half black half chinese guy". I got enough of that when I used my old nick.

Subject: Re: Advantages and Disadvantages of Teams
Posted by sadukar09 on Fri, 25 Jan 2008 00:45:17 GMT
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Dover wrote on Thu, 24 January 2008 17:07
The only advantage I see in the GDI APC is that it's narrower than Nod's, allowing it to fit in places where the Nod APC can't (Under the bridge in C&C_City, for example). Are there others?
The gun on the GDI APC has a higher field of range. It can hit higher up. And I think the GDI APC is a bit faster.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Fri, 25 Jan 2008 00:50:53 GMT
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While on the subject of APC's....Let me just mention, the NOD APC is quite a bit larger (If I were to take the time converting it to real-life feet, it would probably be about 5 feet longer total), and is better for APC whoring, since of course....The bigger it is, the more area it covers, and the more area something covers, the more helpess engineers you can run over.

Subject: Re: Advantages and Disadvantages of Teams
Posted by sadukar09 on Fri, 25 Jan 2008 00:56:10 GMT
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MWright967 wrote on Thu, 24 January 2008 19:50While on the subject of APC's....Let me just mention, the NOD APC is quite a bit larger (If I were to take the time converting it to real-life feet, it would probably be about 5 feet longer total), and is better for APC whoring, since of course....The bigger it is, the more area it covers, and the more area something covers, the more helpess engineers you can run over.
Btw, it's Nod not NOD.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Sccrscorer on Fri, 25 Jan 2008 01:12:14 GMT
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but Nods apc goes a hell of a lot farther past the agt than the gdi apc goes past the ob

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Fri, 25 Jan 2008 02:45:21 GMT
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MWright967 wrote on Thu, 24 January 2008 18:12I use one other than my nick on here, and I'm not telling anyone. Only Nikki knows it because I trust and respect him.

I'd prefere not to be harassed in-game with people screaming "Hey, there's the half black half chinese guy". I got enough of that when I used my old nick.

Rofl, thats the most faggity thing ive heard in a long time. Looks like ill just lookup your other nicks/IP using my secondary source, thanks anyway

EDIT: Nice lie, you can't connect thro WOL using your forum name, is 10 char, and WOL only allows 8 char nicknames.

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Fri, 25 Jan 2008 03:57:45 GMT
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...He said he doesn't use that nickname, jackass. Why the hell would he say "I use a different nickname" only to have it be his forum name?

Also, troop, the "quite a few games" was sarcasm. I've played alot of Renegade, probably more than I should have.

But unlike you, I'll be honest about that fact, instead of changing my opinion about it depending on the situation.

Furthermore, why the hell would he lie about that? The fact that he doesn't play Renegade online atall, then? What the fuck would be the point of that?

Therefore, what the hell is the point in your post? Oh right, none. Forgot, you never make sense.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Spoony on Fri, 25 Jan 2008 09:36:37 GMT
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Dover wrote on Thu, 24 January 2008 16:07The only advantage I see in the GDI APC is that it's narrower than Nod's, allowing it to fit in places where the Nod APC can't (Under the bridge in C&C_City, for example). Are there others?
It's important to take the opposition into account.

eg, what will a GDI APC find itself facing? light tank, artillery, stank, flamer. It does fine vs stanks and flamers, it can put up a reasonably good fight against an artillery, it'll die to a light tank.
Nod APC is likely to face med tanks, against which it doesn't stand a chance.
so in tankfights, the GDI APC is better because it can better handle the tanks it is likely to encounter.

Sccrscorer wrotebecause the 150 sydney is better at killing them
if it's more powerful it's only MARGINALLY more powerful, definitely not enough to justify the 150

cost vs. the free GDI soldier. I'm sorry, but what you gonna do with it even if you kill the arty? If you're so low on money that you feel compelled to use a tib sydney vs an arty, sounds like you need every last credit.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Sccrscorer on Fri, 25 Jan 2008 16:33:21 GMT
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hmm so the lack of creds probably wasnt the best example.
how about on complex at start instead of loadin up ur apc with gunners you can save a bunch by usin syndeys- more that 250 = med before they get flamers

---

Subject: Re: Advantages and Disadvantages of Teams
Posted by Herr Surth on Fri, 25 Jan 2008 17:02:28 GMT
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Or you can simply take Soldiers? If they neither got the crate nor C4 Points they cant afford a Lighttank so you can simply take Soldiers instead of... Gunners(WTF?)

Subject: Re: Advantages and Disadvantages of Teams
Posted by bisen11 on Fri, 25 Jan 2008 17:14:53 GMT
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That also means it's a bigger target. Although the GDI apc is already big enough I doubt you're gonna miss hitting either...

Subject: Re: Advantages and Disadvantages of Teams
Posted by nikki6ixx on Fri, 25 Jan 2008 19:18:35 GMT
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MWright968 wrote on Thu, 24 January 2008 20:45
Rofl, thats the most faggity thing ive heard in a long time. Looks like ill just lookup your other nicks/IP using my secondary source, thanks anyway

Troop, you go around calling people geeks and nerds, and claim all they do is play Ren all day, and yet you have enough fucking time on your little hands to look up people's nickmames and IP's

just so you can take even more time to be a total jerkwad to them online.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Fri, 25 Jan 2008 20:29:07 GMT
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just so you can take even more time to be a total jerkwad to them online.

I majorly LOL'ed.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Fri, 25 Jan 2008 20:34:54 GMT
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nikki6ixx wrote on Fri, 25 January 2008 14:18MWright968 wrote on Thu, 24 January 2008 20:45
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Yep, you figuired me out. Meanwhile, you fucking suck shit at this game, everytime I catch you
ingame I shit all over you, ask a 1v1, you say "busy". GFG. Funny, you spend so much time on
this game and still manage to play soo shitty? D I S G R A C E

@mwright, you have to conceal your ingame nickname so I won't harass you? LOL. Grow the fuck
up pussy. Im suprised your daughter hasn't killed herself yet having to deal with your bullshit.

Subject: Re: Advantages and Disadvantages of Teams
Posted by sadukar09 on Fri, 25 Jan 2008 21:10:35 GMT
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@mwright, you have to conceal your ingame nickname so I won't harass you? LOL. Grow the fuck up pussy. Im suprised your daughter hasn't killed herself yet having to deal with your bullshit.
I challenged you in a 1v1 last year. Where is it?

Subject: Re: Advantages and Disadvantages of Teams
Posted by nikki6ixx on Fri, 25 Jan 2008 21:30:08 GMT
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I'm not 1v1'ing you Damir.

Maybe finish the one you started with TD first. Then, maybe have a re-do with Wiggles; and then hit-up Sadukar, and then Spoony and pretty much everyone whom you have yet to 1v1, and then, maybe THEN, I'll 1v1 you.

They're all in these threads, by the way, just for your convenience. I put them there for you because I'm such a nice guy, and I hate to see you leaving all these good people hanging. It's just not polite.

    http://www.renegadeforums.com/index.php?t=msg&goto=241046&rid=23108&srch=trooprm02#msg_241046
    http://www.renegadeforums.com/index.php?t=msg&th=24111&prevloaded=1&rid=23108&start=0
    http://www.renegadeforums.com/index.php?t=msg&goto=243908&rid=23108&srch=trooprm02#msg_243908

Given your rate, I'll be hearing from you in about twenty years. By then, you may have a fucking clue.

Edit: Link

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Sat, 26 Jan 2008 00:09:49 GMT
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Hi, I spend 20min of research to do 1 post on an internet gaming forum, LMFAO. Nice life tbh

---

Subject: Re: Advantages and Disadvantages of Teams
Posted by sadukar09 on Sat, 26 Jan 2008 00:41:21 GMT
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MWright968 wrote on Fri, 25 January 2008 18:09Hi, I spend 20min of research to do 1 post on an internet gaming forum, LMFAO. Nice life tbh
Quit giving us your life story.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Sat, 26 Jan 2008 00:43:45 GMT
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sadukar09 wrote on Fri, 25 January 2008 20:41MWright968 wrote on Fri, 25 January 2008 18:09Hi, I spend 20min of research to do 1 post on an internet gaming forum, LMFAO. Nice life tbh
Quit giving us your life story.

LOL.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Tanya A. on Sat, 26 Jan 2008 10:22:39 GMT
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can we plz go back on topic

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Sat, 26 Jan 2008 11:57:50 GMT
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I would normally agree with Tanya that we should go on topic, but seeing troop getting his ass kicked is just too damn entertaining.

Continue.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Sat, 26 Jan 2008 15:14:41 GMT
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Cabal8616 wrote on Sat, 26 January 2008 05:57I would normally agree with Tanya that we should go on topic, but seeing troop getting his ass kicked is just too damn entertaining.

Continue.

I say old chap! Spiffing idea, wot!

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Sat, 26 Jan 2008 19:59:03 GMT
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sadukar09 wrote on Fri, 25 January 2008 18:41MWright968 wrote on Fri, 25 January 2008
18:09Hi, I spend 20min of research to do 1 post on an internet gaming forum, LMFAO. Nice life
tbh
Quit giving us your life story.

Ah,,,,,the new breed of insults, "NO U".

Subject: Re: Advantages and Disadvantages of Teams
Posted by BlueThen on Sat, 26 Jan 2008 20:07:06 GMT
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MWright968 wrote on Sat, 26 January 2008 13:59sadukar09 wrote on Fri, 25 January 2008
18:41MWright968 wrote on Fri, 25 January 2008 18:09Hi, I spend 20min of research to do 1 post
on an internet gaming forum, LMFAO. Nice life tbh
Quit giving us your life story.

Ah,,,,,the new breed of insults, "NO U".

File Attachments
1) 5huchhgjhe2nno27scybiv4gd6.jpg, downloaded 903 times

NO

U

Subject: Re: Advantages and Disadvantages of Teams
Posted by nikki6ixx on Sat, 26 Jan 2008 20:22:52 GMT
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So troop, how are those 1v1's coming?

You should be a busy boy these days.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Mon, 28 Jan 2008 06:25:54 GMT
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http://img254.imageshack.us/my.php?image=ethug2wq0.jpg

Subject: Re: Advantages and Disadvantages of Teams
Posted by nikki6ixx on Mon, 28 Jan 2008 07:33:31 GMT
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MWright968 wrote on Mon, 28 January 2008
00:25http://img254.imageshack.us/my.php?image=ethug2wq0.jpg

I'm not seeing a screenie of a 1v1 score. Instead I'm just seeing a stupid image by a kiddie that's been up a little too long past his bedtime.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Ethenal on Tue, 29 Jan 2008 02:53:27 GMT
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And he dodges again...

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Wed, 30 Jan 2008 16:04:08 GMT
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I lol'd.

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Wed, 30 Jan 2008 16:07:28 GMT
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Oh, you're all obviously mistaken.

See, troop is SO good, that not only does he never have to play Renegade to be so godly as he is today (Thus giving him the right to bash other people for playing Renegade so much), but he ALSO infact has taken the challenge of those 1 vs 1's, and beat them in the speed of light. Because naturally, there's no other possible explination.

Subject: Re: Advantages and Disadvantages of Teams
Posted by trooprm02 on Wed, 30 Jan 2008 16:50:58 GMT
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^Wow? You actually even know what renegade it? Haha, instead of jerking off to an online forum, here's a new idea, actually try playing the game? And if/when you join the same server as me, don't quit? GG.

Subject: Re: Advantages and Disadvantages of Teams
Posted by GEORGE ZIMMER on Wed, 30 Jan 2008 17:04:02 GMT
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Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Wed, 30 Jan 2008 17:19:30 GMT
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trooprm02 wrote on Wed, 30 January 2008 10:50Haha, instead of jerking off to an online forum, here's a new idea, actually try playing the game?

Hypocrite.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Thu, 31 Jan 2008 01:24:44 GMT
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trooprm02 wrote on Wed, 30 January 2008 08:50^Wow? You actually even know what renegade it? Haha, instead of jerking off to an online forum, here's a new idea, actually try playing the game? And if/when you join the same server as me, don't quit? GG.

Don't throw stones in glass houses without proper protection amrite? GG

Subject: Re: Advantages and Disadvantages of Teams
Posted by Starbuzz on Thu, 31 Jan 2008 01:32:17 GMT
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LOL at internets warz!

Anyway, I like both teams. My setting in the "My Information" screen in-game is set to "Random."

The thing I noticed is that both teams are essentially the same but with some added cosmetics like fancy vehicles (Stanks!) and some other fancy chracters.

I think the SBH and Stanks are plain useless things. The SBH was meant to be a highly felxible frontline infantry unit actively attacking enemy infantry and stealing vehicles. How often do we see that in-game?

The Stealth Tank is another useless vehicle. It is like a "one-way death ticket" to assault the enemy base with no other uses.

Subject: Re: Advantages and Disadvantages of Teams
Posted by Chimp on Thu, 31 Jan 2008 01:35:16 GMT
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Starbuzz wrote on Wed, 30 January 2008 19:32LOL at internets warz!

Anyway, I like both teams. My setting in the "My Information" screen in-game is set to "Random."

The thing I noticed is that both teams are essentially the same but with some added cosmetics like fancy vehicles (Stanks!) and some other fancy chracters.

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The Stealth Tank is another useless vehicle. It is like a "one-way death ticket" to assault the enemy base with no other uses.

Not completely true. I can't describe how many times I use an SBH to either stealth nuke on Walls or steal a Med on Field.

As for the stealth tanks...Ehm..I'm inclined to agree. Stanks are pretty much crap in my opinion. The ONLY time in which they are good are on big maps with no base defenses. In those cases they are actually great. (EX: Complex)

Subject: Re: Advantages and Disadvantages of Teams
Posted by Dover on Thu, 31 Jan 2008 02:20:40 GMT
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MWright967 wrote on Wed, 30 January 2008 17:35As for the stealth tanks...Ehm..I'm inclined to agree. Stanks are pretty much crap in my opinion. The ONLY time in which they are good are on big maps with no base defenses. In those cases they are actually great. (EX: Complex)

You're half right. They're good on maps that have enough room to manuever around (City, Volcano, some places in Islands, Mesa, and Canyon). The presence of base defenses doesn't make that much of a difference, since maps with no base defenses tend to have one narrow entrance/exit to a base, and it's kind of hard to miss a bunch of stealth tanks coming in with all the traffic these areas get.

The stank's main use (Besides 1-way suicide rushes) is "ganking" the enemy in the field. 2-3 stanks can stop a rush if they catch it in the field unaware, manuever behind it, and all fire at the same time (Or some similar tactic). The stealth tank is (obviously) stealth. For all you enemy knows, the map is full of them. They could be everywhere. Make use of the advantage, and make them fear the open space.

Subject: Re: Advantages and Disadvantages of Teams
Posted by bisen11 on Sun, 03 Feb 2008 06:16:35 GMT
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Stanks are meant for hit and run tactics when you're the only one. Works well for me. And as for throwing stones in glass houses, totally true, after all Cabal says so.