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Subject: "Don't repair those tanks!"

Posted by [bignoob41](#) on Sat, 01 Mar 2008 03:33:46 GMT

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I had an engineer earlier and was helping repair the tanks that where already blown up when I had a couple people tell me not to repair them and threaten to kick me from the game Oo.

I'm kinda new to the game so i'm just kinda curious why?

I figured I was helping because they where healing up faster >.>

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Subject: Re: "Don't repair those tanks!"

Posted by [GEORGE ZIMMER](#) on Sat, 01 Mar 2008 03:57:56 GMT

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Aha. Tank shell whores. They usually destroy alot of them, and then leave them around the base, then repair them to basically have a med rush up and running or something along those lines.

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Subject: Re: "Don't repair those tanks!"

Posted by [bisen11](#) on Sat, 01 Mar 2008 04:31:26 GMT

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There is a limit to how many tanks you can have on a team until the war factory won't build any more. But the tanks that are destroyed are not counted in that amount. So if they make a whole bunch of destroyed tanks they can then repair them so that they'll have many tanks and then they'll attack.

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Subject: Re: "Don't repair those tanks!"

Posted by [bignoob41](#) on Sat, 01 Mar 2008 05:16:04 GMT

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Ah I gotcha, thanks for the info =D

I tried ask in the chat channel but it's still a bit over my head on how to use it, you guys wouldnt happen to know of any mods to make it a little easier to use would you?

It's so frustrating when I get a private message or somebody asks me a question and I have no idea how to talk >.<

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Subject: Re: "Don't repair those tanks!"

Posted by [Lone0001](#) on Sat, 01 Mar 2008 05:29:11 GMT

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If the person you want to pm is ingame then type / and begin to type their name and it should find it for you and fill it in then press space enter your message and press enter

If the person is not ingame type /page <name> <message>

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Subject: Re: "Don't repair those tanks!"  
Posted by [Goztow](#) on Sat, 01 Mar 2008 08:54:37 GMT  
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Shell whoring is really a retarded tactic.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Lone0001](#) on Sat, 01 Mar 2008 09:10:36 GMT  
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What server was this? I have never seen it in any servers that I have played on tbh.

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Subject: Re: "Don't repair those tanks!"  
Posted by [sadukar09](#) on Sat, 01 Mar 2008 12:06:22 GMT  
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{SB}Lone0001 wrote on Sat, 01 March 2008 03:10What server was this? I have never seen it in any servers that I have played on tbh.  
A lot of servers has this. EKT server for one use it in almost every game.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Starbuzz](#) on Sat, 01 Mar 2008 13:45:08 GMT  
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sadukar09 wrote on Sat, 01 March 2008 13:06{SB}Lone0001 wrote on Sat, 01 March 2008 03:10What server was this? I have never seen it in any servers that I have played on tbh.  
A lot of servers has this. EKT server for one use it in almost every game.

Not anymore. Tank shelling disappeared overnight in EKT Marathon when Goku brought in the !buy command modification.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Lone0001](#) on Sat, 01 Mar 2008 16:08:49 GMT  
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That would explain why I don't see it I don't like marathons.

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Subject: Re: "Don't repair those tanks!"

Posted by [Ripintou](#) on Sat, 01 Mar 2008 17:12:08 GMT

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WHORE -

\* A person considered as having compromised principles for personal gain.

\* prostitute, among many other names!!! lol

Only thing I can say is; if you compromise your teams effort to win the game .. some mods may kick you or, if no mods in game you may find yourself on the other end of being the subject of colorful metaphores. eg: (you fucking idiot etc).

No two games are alike in Renegade which is why many of us love the game. However, Keeping a vehicle or building alive at the cost of giving the enemy points can work in your teams disadvantage. You must know the map and sacrafice certain buildings in certain maps or vehicles in certain postions for the benefit of the game. It's a team effort, one can only hope that the team you're in are experienced enough to make sacrafics to win!!!

Keeping an eye on chat is usually a good thing but, if you watch chat too much you miss the game .. lol

Rip

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Subject: Re: "Don't repair those tanks!"

Posted by [Starbuzz](#) on Sat, 01 Mar 2008 18:18:05 GMT

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Ripintou wrote on Sat, 01 March 2008 11:12However, Keeping a vehicle or building alive at the cost of giving the enemy points can work in your teams disadvantage. You must know the map and sacrafice certain buildings in certain maps or vehicles in certain postions for the benefit of the game.

Woah...I never heard that before! Tell me, which building is worth sacrificing? It does not matter what building you lose in Renegade, you will be severely crippled in one form or the other.

Unless ofcourse you are in the very end of winning and 100% certain of a win.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Viking](#) on Sat, 01 Mar 2008 20:48:11 GMT  
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{SB}Lone0001 wrote on Sat, 01 March 2008 10:08 That would explain why I don't see it I don't like marathons.

You mean, you don't think a marathon on under is the BEST ever?

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Subject: Re: "Don't repair those tanks!"  
Posted by [Starbuzz](#) on Sat, 01 Mar 2008 21:07:22 GMT  
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{SB}Lone0001 wrote on Sat, 01 March 2008 10:08 That would explain why I don't see it I don't like marathons.

I like marathons only when each team is at the least, roughly matched in skill. Otherwise, it becomes a dull lazy-fest with no action.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Lone0001](#) on Sat, 01 Mar 2008 21:17:33 GMT  
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The main reason I don't like them is, most of the time when one team has just a ref or pp left and the other team has a pretty much all the buildings, the winning team just whores off the losing team, for people that do that for rank, who cares about rank!  
Wow you are #1 on the ladder for a server and lost your wife congrats.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Carrierll](#) on Sat, 01 Mar 2008 21:55:50 GMT  
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Jelly [RA] Marathon is pretty good, I play there often.

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Subject: Re: "Don't repair those tanks!"  
Posted by [Ripintou](#) on Sun, 02 Mar 2008 20:00:00 GMT  
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Starbuzz wrote on Sat, 01 March 2008 13:18 Ripintou wrote on Sat, 01 March 2008 11:12 However, Keeping a vehicle or building alive at the cost of giving the enemy points can work in your teams disadvantage. You must know the map and sacrifice certain buildings in certain maps or vehicles in certain postions for the benefit of the game.

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Woah...I never heard that before! Tell me, which building is worth sacrificing? It does not matter what building you lose in Renegade, you will be severely crippled in one form or the other.

Unless ofcourse you are in the very end of winning and 100% certain of a win.

Really, I find that amazing!!!

Ok, I'll give you one.

Field Mix - Nod are in control of Field and they are pounding GDI WF. Keep WF alive long enough to accumulate some credits. Buy vehicles (each to own) & have several mobious and syds at ready. Let WF die when everyone is ready, wait for Nod rushes.

ahh what the heck ..here's another -

Islands Mix - Nod are pounding Ref & WF. Pretty much same as above. When Ref & WF fall keep vehicles behind Barr & between Barr & WF. Wait for Nod rushes.

Ok one more-

Hourglass Mix - When everyone has enough credits and all agree, let the darn Nod refinery die!!! GDI really have no where else to go but the sides. Easy pickings for artys and ravs.

Shall I go on?

Yes, there is a chance you can still loose, depends how long it takes to get everyone on the same page. Remember I just gave you these as examples of sacrificing to possibly win. Doing nothing but charge a direct fire building/s is severely crippling.

Hey ya'll .. share those darn credits ... lol

Game On

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Subject: Re: "Don't repair those tanks!"  
Posted by [crazfulla](#) on Mon, 03 Mar 2008 01:06:47 GMT  
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Marathon servers blow goats

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Subject: Re: "Don't repair those tanks!"

Posted by [Rocko](#) on Mon, 03 Mar 2008 01:26:02 GMT

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crazfulla wrote on Sun, 02 March 2008 19:06  
Marathon servers blow goats  
they dont blow as much as your 1942 idea

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Subject: Re: "Don't repair those tanks!"

Posted by [renalpha](#) on Mon, 03 Mar 2008 01:30:22 GMT

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Imfao

lol that made me lol

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Subject: Re: "Don't repair those tanks!"

Posted by [OWA](#) on Tue, 04 Mar 2008 13:59:28 GMT

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Shell whoring was fun the first couple of times. Then it got old.

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