
Subject: Small Renegade annoyances
Posted by [NHJ BV](#) on Thu, 06 Mar 2003 18:42:55 GMT
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Post them here!

It can be very irritating when a server has C&C_City and C&C_City_Flying in the server rotation right after eachother.

Subject: Small Renegade annoyances
Posted by [dead4ayear2](#) on Thu, 06 Mar 2003 19:02:04 GMT
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Yes mog should change their map rotation. I think it's very annoying when there are 5 n00bs and 5 mammoths on our team all firing thier very load missles when I'm trying to hear a beacon.

Subject: Small Renegade annoyances
Posted by [Griever92](#) on Thu, 06 Mar 2003 23:52:14 GMT
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dead4ayear2Yes mog should change their map rotation. I think it's very annoying when there are 5 n00bs and 5 mammoths on our team all firing thier very load missles when I'm trying to hear a beacon.

lol, SCREW ALL THE N00BS!

Subject: Small Renegade annoyances
Posted by [Cpo64](#) on Thu, 06 Mar 2003 23:54:26 GMT
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Lag, I hate lag, lag ticks me right off.
*Oh, I was there but now I am here. What? Why am I back here again? Dead! WTF! Lag! GAAA!

Subject: Small Renegade annoyances
Posted by [C4miner](#) on Thu, 06 Mar 2003 23:55:45 GMT
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It's quite annoying when I'm playing any non-defense map when I sneak into a base, undetected, alone, and make it to the powerplant, when an APC full of your team's engineers pulls up besides you, with the entire enemy team inches behind them.

Subject: Small Renegade annoyances
Posted by [John Shaft Jr.](#) on Fri, 07 Mar 2003 00:40:00 GMT
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C4minerIt's quite annoying when I'm playing any non-defense map when I sneak into a base, undetected, alone, and make it to the powerplant, when an APC full of your team's engineers pulls up besides you, with the entire enemy team inches behind them.

HAHAHAHAHAHA.... I know what you mean.

Subject: Small Renegade annoyances
Posted by [Sk8rRIMuk](#) on Fri, 07 Mar 2003 01:00:05 GMT
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I find people who use the "show both teams" radar annoying on sniper games because you can no longer sneel up on people.

-Sk8rRIMuk

Subject: Small Renegade annoyances
Posted by [Griever92](#) on Fri, 07 Mar 2003 02:34:16 GMT
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1. People that display Team tactics or plans to the other team purposely.
2. n00bs
3. People that call you a camper when you're sniping, then drw enemy fire towards you, getting you killed.

I'll post some more later

Subject: Small Renegade annoyances
Posted by [ybslow](#) on Fri, 07 Mar 2003 04:15:57 GMT
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Teams that can't disarm beacons. I mean damn that can be real annoying.

Subject: Small Renegade annoyances
Posted by [\[sg\]theOne](#) on Fri, 07 Mar 2003 06:59:02 GMT
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Ok ok settle down peeps..clear you head..most everything I see here reads right from the standard Why Renegade Made Me Fucking Mad thread. Lag, n00bs, lag, n00bs....

I dont like the unreal physics, let me explain. Like on Under when ur going to enemy tunnels that you got that like, 6-8inch drop off, you can fall down but cant jump back up !!! GAY. There are 1000000 places like that in Renegade where they put the 1way/2way PlayerCanNotWalkHereInvisibleFuckingLine. Anyways..thats all for now !

Subject: Small Renegade annoyances
Posted by [IH8FORUMS](#) on Fri, 07 Mar 2003 07:56:14 GMT
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I hate when you are a Stealth Blackhand and some jerkc comes up beside you firing away like and idiot. It's like "look over here there is a sbh and I am right beside of it"!!!!

Subject: Small Renegade annoyances
Posted by [NHJ BV](#) on Fri, 07 Mar 2003 08:39:33 GMT
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C4minerIt's quite annoying when I'm playing any non-defense map when I sneak into a base, undetected, alone, and make it to the powerplant, when an APC full of your team's engineers pulls up besides you, with the entire enemy team inches behind them.

Whahaha

It's very annoying when you APC rush the Obelisk on Hourglass, and have to enter it three f*cking times before you are finally in, according to the server

Subject: Small Renegade annoyances
Posted by [SHADY-CNCU](#) on Fri, 07 Mar 2003 09:41:27 GMT
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people accusing me of aimbotting in a sniper round...

:rolleyes:

since when am i a good sniper ?

Subject: Small Renegade annoyances
Posted by [\[sg\]theOne](#) on Fri, 07 Mar 2003 09:55:53 GMT
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NHJ BVC4minerIt's quite annoying when I'm playing any non-defense map when I sneak into a base, undetected, alone, and make it to the powerplant, when an APC full of your team's

engineers pulls up besides you, with the entire enemy team inches behind them.

Whahaha

It's very annoying when you APC rush the Obelisk on Hourglass, and have to enter it three f*cking times before you are finally in, according to the server

DITTO

Lost an Ion on City Fly while going to Obelisk...APC goes...apc goes boom..walk to Ob, warp back...walk to Ob...warp back..walk to Ob FUCKING DIE FROM OB. It would of worked too...

Subject: Small Renegade annoyances

Posted by [Walrus](#) on Fri, 07 Mar 2003 10:42:35 GMT

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wire running around like a mad idiot, jumping around back and forth firing away with my pistol at

a fucking barn if his life depended on it?' its not like its hard to put two and two together?

Of course the power or the ref explodes on queue.

Well, the jumping around like a mad idiot, trying not to get shot while I blast away with this tiny

Yossarian Lives!

Subject: Small Renegade annoyances

Posted by [England](#) on Fri, 07 Mar 2003 11:33:39 GMT

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Cpo64Lag, I hate lag, lag ticks me right off.

*Oh, I was there but now I am here. What? Why am I back here again? Dead! WTF! Lag! GAAA!

:thumbsup:

Subject: Small Renegade annoyances

Posted by [Doitle](#) on Fri, 07 Mar 2003 13:36:49 GMT

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I hate people who acuse others of being n00bs on such inane things as driving. I don't really know

what one sentence to sum up what I mean so I'll just detail one account.

We were on Under as the GDI. Two f00lels were on my team, Feeder17 and lonseed. The GDI base was under heavy seige by Nod. This was on *MOG* so there was no swearing. They had the field, we were sitting in the entrance getting pounded while 15 engis are all siting behind us repairing each other. I lose my Med tank cause it gets pounded. I think this sucks... How can I lift this seige... I seem to have 2500\$ so I'll get a mammy and when I get too damaged I can sit back and have it repair itself! Ah ha! So I go buy it and I see "Doitle is a n00b, he bought a mammy, no one repair the n00b". I reply "Noob? I know people have been using mammoth tanks since the first stage of the beta so..." he goes "Shut up you n00b." So the whole team DOESN'T REPAIR ME. I can't beleive they listened to him. This Feeder dude had also pushed the harvester behind the wall. Now I can see doing that if we didnt want it rushing into the field and getting killed over and over and over so they don't gain points, but the score was like GDI: 7000 NOD: 15000. There was no way we were gonna win on points. My usual strat in a seige is to drive out behind the harvy like a shield and try to get real close to the enemys. I couldn't do this and it wouldn't do any more harm so I yell "Why is harvy blocked up" and get the reply "Don't touch it you n00b". I explained the whole points thing and they didnt reply. Later on he starts yelling "FALL BACK ALL YOU N00BS OR WERE GONNA LOSE". My friend in the game goes "If we fall back any further we'll be off the map!" I thought that was pretty good but got the "SHUT THE F*CK UP". I think that Feeder dude didn't take his blood pressure medicine. Me and my friend (Puter87) get sick of it and while he's yelling "NO ONE GO OUT OR DONT REPAIR THEM!" We buy Med tanks. Me and him rush into the field and fire like crazy never stopping! We kill the 3 artys that were hitting us, there are APCs out there, we chase em down and kill em! We TOOK THE FIELD. It was awesome. In that one move we shifted the balance of the game towards us! I yell "Buy Med Tanks! Me and Puter took the field! Get out here!" and that feeder thing is all "You two morons did nothing. Don't repair them" That did suck though cause we both had like 200 health left + no armor. So like 3 other med tanks join us on the field. We start moving towards the entrance and they've got raveshaws and such. My tank gets killed so I am out repairing my friends. I yell "GO" we start moving in and then the time ran out. Nod Won OF COURSE. Cause of all that seigeing and FALLING BACK. It was like 17000 to 10000.

ARGH that guy made me so mad... People like that that make me want to quit renegade... The only revenge I ever got on that guy as I have never seen him since is that in the next round I hit him with a transport helicopter . Although his partner in crime lonseed was screaming at me "STOP GIVING THEM F*KING POINTS TRANSPORT HELICOPTERS ARE USELESS!". Later on I led a sucessful Transport helicopter rush with 2 hotties and took out the HON. Shows that tard that Transport helicopters are useful.

Please excuse my extrememly long account of the battle and rant... I just got so mad and am glad I told some people about it.

My \$1.03

Subject: Small Renegade annoyances
Posted by [John Shaft Jr.](#) on Fri, 07 Mar 2003 16:39:42 GMT

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Hey Doitle. Nice story. Which server was that?

Subject: Small Renegade annoyances

Posted by [Requator](#) on Fri, 07 Mar 2003 16:58:31 GMT

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Getting killed when im typing. I think everybody had it at least once..

Subject: Small Renegade annoyances

Posted by [Anlesauk](#) on Fri, 07 Mar 2003 17:39:02 GMT

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In a tank that needs repairs. Constantly asking for repairs while in your own base, that only has one building left, no WF left, 5 engines in the last building waiting to be attacked, SBHs crawling all over the place, and no one wanting to come out and help repair your tank. Then out of frustration you get out to repair it, get in, get out repair, get in, get out repair, get in etc. till it is just at full health, and WHAT!?! an SBH steals it and puts a tank shell in your face (notice, not run over because at least I was repairing from the side).

Same senario, this time not getting out of your tank for anything, tank down to 8 HP and still no one wants to come help!! Then just as someone finally comes out to repair you, an SBH sees you, opens fire and blows your tank in 2 shots.

At the very beginning of a game with no base defenses, everyone but you goes out to take out the harvester and rush the other teams base, leaving only you to mine and defend the base. While you are mining the last building, the enemy rushes the other door, you have not reached yet to mine, shoots you in the head with a pistol, and blows your building while you are respawning on the other side of the base.

more to come...

Subject: Small Renegade annoyances

Posted by [Drift](#) on Fri, 07 Mar 2003 18:17:14 GMT

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How about 2 Hotties in 2 Med Tanks, 1 tank dies and instead of fixing the other tank, that guy goes running after the Mob Art that is being fixed and is way to far out of c4 range. It just backs up anyhow and <<boink>> he's dead and your hung out to dry. It could have been at least a stand off if not a winning situation.

Or you're in a Mod Art and there are 2 Meds and a Mammy pounding at your door. You can't even pull out unless you have a few techs behind you, but everyone else wants to be a

sniper or a stealth blk hnd. Or better yet, some fool is organizing an APC rush (he's got 2 people onboard already) and they can't even make it out the front door because of the freaking tanks pounding your base. Your Harvester hasn't made it back to the base in 10 trips, but there goes a stank trying to sneak right through the path of the enemy fire. I only know of 1 way to get rid of that many tanks and its not with snipers or a stank or a couple flame tanks.

Subject: Small Renegade annoyances
Posted by [Anlesauk](#) on Fri, 07 Mar 2003 18:31:04 GMT
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DriftHow about 2 Hotties in 2 Med Tanks, 1 tank dies and instead of fixing the other tank, that guy goes running after the Mob Art that is being fixed and is way to far out of c4 range. It just backs up off if not a winning situation.

Or better yet, same senario and when the one tank gets destroyed, the hottie runs back to the base to get another tanks while you're left holding the field. By the time he gets his little tank, the field is lost, you are dead, and the enemy is at your gates pounding on the WF.

Subject: Small Renegade annoyances
Posted by [Nightma13](#) on Fri, 07 Mar 2003 19:01:46 GMT
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- 1) Tank Stealers
 - 2) n00bs
 - 3) EXTREAME LAG
 - 4) when the ob shoots without chargeing
-

Subject: Small Renegade annoyances
Posted by [iH8](#) on Sat, 08 Mar 2003 10:50:46 GMT
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small renegade forum annoyance

crappy ass banners in undersigns (get a friggin photoshoptut)
suckers with undersigns a page long :rolleyes:

Subject: Small Renegade annoyances
Posted by [Doitle](#) on Sun, 09 Mar 2003 06:19:14 GMT
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Quote:

Hey Doitle. Nice story. Which server was that?

It was on MOG server. I like the servers but man I cant stand people like him, I left the server and didn't play Ren again the rest of the day.

Subject: Small Renegade annoyances

Posted by [Alpha](#) on Sun, 09 Mar 2003 06:38:14 GMT

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In renegade you're either excessively triumphant or indefinitely annoyed.

Subject: Small Renegade annoyances

Posted by [Aurora](#) on Sun, 09 Mar 2003 07:35:53 GMT

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MOST ANNOYING THING:

Situation: Island, GDI: ref and wf gone. Nod: everything still alive

You just spent your last \$1000 on a Mobius. you leave the barracks, and get run over by a Stealth Tank.

You repair until 5 APCs come in with 10 SBHs with beacons.

Subject: Small Renegade annoyances

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 10:53:38 GMT

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aurorax0MOST ANNOYING THING:

Situation: Island, GDI: ref and wf gone. Nod: everything still alive

You just spent your last \$1000 on a Mobius. you leave the barracks, and get run over by a Stealth Tank.

You repair until 5 APCs come in with 10 SBHs with beacons.

Just being run over by a stealth tank in general is soooo anoying...

btw how did u make that sig it rocks?

-Sk8rRIMuk

Subject: Small Renegade annoyances

Posted by [NHJ BV](#) on Sun, 09 Mar 2003 10:57:38 GMT

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Sk8rRIMuk Just being run over by a stealth tank in general is soooo anoying...-Sk8rRIMuk

I agree. No matter how careful I watch my surroundings, I always get run over, then my body slides 5 metres back to were the stealth tank is... :rolleyes: I hate lag...

However, when I myself try to run ppl over, they always seem to notice me or escape due to lag pushing my tank against walls

Subject: Small Renegade annoyances

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:33:46 GMT

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NHJ BV Sk8rRIMuk Just being run over by a stealth tank in general is soooo anoying...-Sk8rRIMuk

I agree. No matter how careful I watch my surroundings, I always get run over, then my body slides 5 metres back to were the stealth tank is... :rolleyes: I hate lag...

However, when I myself try to run ppl over, they always seem to notice me or escape due to lag pushing my tank against walls

I see that aswell damm they always see me...

Anyway I play to destroy buildings not run over people...

It is obvious what the most annoying thing ever on Renegade is and that is LAG because it can trigger many other annoyances.

-Sk8rRIMuk

Subject: Small Renegade annoyances

Posted by [Walrus](#) on Sun, 09 Mar 2003 11:43:57 GMT

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throwing some C4 and warping out side the building. C4 included.

Yossarian lives!

Subject: Small Renegade annoyances

Posted by [John Shaft Jr.](#) on Sun, 09 Mar 2003 13:43:07 GMT

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Actually Lag can be used to your advantages. Once Lag got to me and it turned out to be good.

I remmber once on C&C_Field on this server I had some major lag (Forgot which server). I was on GDI and Nod was pounding out base. And we pushed them back and regain the field and starting pounding there base. So as we're pounding there base I'm a Field Hotwire and I'm out in the field healing the tanks. And you know The Tanks are hitting the Hand of Nod like Crazy but Nod is healing it. And Nod is also defending there base right. So you know when you're healing tanks and there are missles hitting the tanks you are healing and you are kinda close to the tanks there will be alot of splash damage and alot of lag.

So you know All out Meduims adn a Mamy is at the Entrace of Nod Base and I'm running back and fourth like Crazy healing the tanks. All of a certain lag hits me and I started warping in and out right. And then all of a certain I end up in front of the Hand of Nod entrance (You know the turret that is near the Hand of Nod). I'm like, "What the..... How the heck i end up here." So you know I just ran into the Hand of Nod. The Ob didn't detect or nothing. Players on Nod didn't even see me. Guess because of the Lag warps it made me seem invisible to them.

So I just ran into the Hand of Nod threw some Mines on some techies that was healing the Hand of Nod and place my C4. Since the Meduims and the Mammy were pounding the Hand and there was nobody in there to heal it I fired off my Remote c4 and we blow up the Hand of Nod. I laughed my ass off silly.

We won the rest of the game cause we blow up the rest of there base. But it was funny as hell. Never laughed so hard.

Subject: Small Renegade annoyances

Posted by [NHJ BV](#) on Sun, 09 Mar 2003 14:18:33 GMT

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^^

Subject: Small Renegade annoyances

Posted by [Dunt](#) on Sun, 09 Mar 2003 14:44:13 GMT

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I have to agree with dead4ayear2's 1st post about mammy noise. It annoys the hell outa me. Especially when you've got some dumb asses on your team that buy mammies, sit in base, and

decide to constantly shoot at the sky. Noisy buggers.

thats why i've reduced the mammie wav down to 15% volume

Another annoying thing is when you steal an almost destroyed enemy vehicle (is in the red) , manage to get it all the way back into your base, just to have the stupid ob destroy you

Last but not least, MAGNETIC ROCKS, TREES + POLES. My vehicle ALWAYS seems to get stuck on em.

Subject: Small Renegade annoyances
Posted by [Griever92](#) on Sun, 09 Mar 2003 15:29:36 GMT
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People who can't read and think a Sniper Game means they can buy a mammy and go blow crap up. Thank god for Blazeregulator.

Subject: Small Renegade annoyances
Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 15:32:43 GMT
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Duntl have to agree with dead4ayear2's 1st post about mammy noise. It annoys the hell outa me. Especially when you've got some dumb asses on your team that buy mammies, sit in base, and decide to constantly shoot at the sky. Noisy buggers.

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Last but not least, MAGNETIC ROCKS, TREES + POLES. My vehicle ALWAYS seems to get stuck on em.

Have you got a link to a page that can tell me how to reduce the sound of a file because some sounds annoy me aswell.

-Sk8rRIMuk

Subject: Small Renegade annoyances

Posted by [Griever92](#) on Sun, 09 Mar 2003 15:55:13 GMT

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Sk8rRIMukDuntl have to agree with dead4ayear2's 1st post about mammy noise. It annoys the hell outa me. Especially when you've got some dumb asses on your team that buy mammies, sit in base, and decide to constantly shoot at the sky. Noisy buggers.

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Have you got a link to a page that can tell me how to reduce the sound of a file because some sounds annoy me aswell.

-Sk8rRIMuk

Yeah, such as the Mammy's Rockets (Shwooo, Shwooo)

Subject: Small Renegade annoyances

Posted by [Dunt](#) on Mon, 10 Mar 2003 11:48:35 GMT

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Mammy Sound Reduced

To reduce it I simply opened up the wav in wavestudio (from audigy cd) and chose 'Reduce Volume' . It then asks you by how much u wanna reduce it. You could also use Windows Soundrecorder (sndrec32). Just goto Effects menu and choose decrease volume. It does it @ 25% intervals.

To extract the files from the always.dat use xcc mixer or renex

Subject: Small Renegade annoyances

Posted by [NHJ BV](#) on Mon, 10 Mar 2003 12:07:59 GMT

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Another annoyance: when 2 light tanks are pounding the ref from the infantry-only area on Mesa.

Subject: Small Renegade annoyances

Posted by [tHz2](#) on Mon, 10 Mar 2003 12:44:27 GMT

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My pet hates:

Lag (obviously)

People who set up a server when their connection and/or processor cant handel it.

People who don't know the difference between a n00b (idiot/knob) or a newbie (new player.)

Joining a game to find that you cant buy anything because everything is twice the price cos your team suck at defending.

Getting fuck all ladder points even although you were the soul reasion the base didn't get destroyed cos you were mining all the time.

LPBs (low ping bastards) One minuite your alive, the next theres a potable ion cannon standing over your body.

Lag Monkeys. People who destory the ob by running backwards, or bascily use lag to their advantage.

Stealth trooper nuke drops. Far too effective on non-guarded maps.

People who quit because they're loosing for no ther reason than they cant stand to loose.

The quick commands. (ALT+1~9) [cheap soldier runs around base screaming "building needs reapirs," expecting you (costing 1000) to go and change into a engy and repair the building.

Also command spammers. ONCE is enough.

..oh and people who hit the wrong quick command:

TAKE THE POINT

DEFNED THE REFINERY

DEFNED THE REFINERY

Barracks destroyed"[/url]

Subject: Small Renegade annoyances

Posted by [NHJ BV](#) on Mon, 10 Mar 2003 15:34:57 GMT

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Defending on Volcano. It takes way too long to get from ref/pp to strip/HoN, by the time you're there the enemy has already blown up everything.

Subject: Small Renegade annoyances

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 17:13:50 GMT

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DuntMammy Sound Reduced

To reduce it I simply opened up the wav in wavestudio (from audigy cd) and chose 'Reduce Volume'. It then asks you by how much u wanna reduce it. You could also use Windows Soundrecorder (sndrec32). Just goto Effects menu and choose decrease volume. It does it @ 25% intervals.

To extract the files from the always.dat use xcc mixer or renex

Thank you for the tip...

-Sk8rRIMuk

Subject: Small Renegade annoyances
Posted by [Griever92](#) on Mon, 10 Mar 2003 18:16:27 GMT
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DuntMammy Sound Reduced

To reduce it I simply opened up the wav in wavestudio (from audigy cd) and chose 'Reduce Volume'. It then asks you by how much u wanna reduce it. You could also use Windows Soundrecorder (sndrec32). Just goto Effects menu and choose decrease volume. It does it @ 25% intervals.

To extract the files from the always.dat use xcc mixer or renex

Love the filename, thanks for the reduced sound.

Subject: Small Renegade annoyances
Posted by [Dunt](#) on Tue, 11 Mar 2003 05:50:10 GMT
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hehe + np

Subject: Small Renegade annoyances
Posted by [Anlesauk](#) on Tue, 11 Mar 2003 13:33:04 GMT
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On Islands, the stupid n00bs that like to camp behind the Bar with an MRLS and B2B the HON. I

know this is an obvious one, but think about it people, I can't tell you how many times I hve seen 1, 2, or even 3 MLRSs back there going to town on the HON and there are SBHs all over the base planting nukes while a select few of us are trying to mine and dissarm, or even use a Med. tank to defend. When you tell them to Defend the base, they just keep firing away at the HON. They even have a clear view of the WF getting destroyed and just keep ignoring it. Then once the WF is gone, along comes a smart SBH, plants a timed C4 on an MRLS and BOOM! no more tank for defense. Or even a STanks sneaks up on it and blows it right out of the tib field. It is not the "cheating" factor of B2B on Islands that annoys so many people, it is that it takes away a much needed tank or 2 from your team!

Subject: Small Renegade annoyances
Posted by [Halo38](#) on Tue, 11 Mar 2003 14:32:39 GMT
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When you plan a team SBH Nuke on multiple buildings at the same time and the ALL THE BLOODY HOTWIRES GO FOR YOURS!!!

enough said!

Subject: Small Renegade annoyances
Posted by [\[sg\]theOne](#) on Thu, 13 Mar 2003 03:30:41 GMT
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When you get a good boink on someone and they leave the game right after. I understand leaving cause of lag or your team sucks but this happens way to often -- I`m sure from time to time its from a crushed ego. I always like a round two with someone who has owned me or I've owned them. Anyone can get lucky, repeatability shows who the true master is.

Subject: Small Renegade annoyances
Posted by [Anlesauk](#) on Thu, 13 Mar 2003 13:30:01 GMT
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N00bs who keep arming and rearming beacons over and over but not setting them. All you hear is the arming noise, over and over and over and over and over and over and over and over and over, get my dirft?

Subject: Small Renegade annoyances
Posted by [Dunt](#) on Thu, 13 Mar 2003 13:59:06 GMT
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I confess. I do this but not continually. I do it once every say 30 seconds. Do it around 10 times then actually plant it. By this time the enemy thinks your just stuff assing around so you get a clear

planting

Subject: Small Renegade annoyances

Posted by [NHJ BV](#) on Thu, 13 Mar 2003 15:25:06 GMT

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[sgthe0ne]When you get a good boink on someone and they leave the game right after. I understand leaving cause of lag or your team sucks but this happens way to often -- I`m sure from time to time its from a crushed ego. I always like a round two with someone who has owned me or I've owned them. Anyone can get lucky, repeatability shows who the true master is.

I understand what you mean. However, when I am in the field and have to leave, I usually stay and attack someone until I'm dead, then leave, not because I cannot stand gettin Owned, but because I had to leave anyway and made a last attack...
