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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 09:26:00 GMT  
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Sometimes when Unit bldg destroyed, it is so hard to group 5-6 teammate for a "at once" counter, even in at 15/15 game. Everyone just through that are ramboo or something and rush out to attack the tanks which sitting right outside our base.....So many times, I was standing AT the back entrance of the enemy base and ask (yes , its a request....) teamate to come since it was unguard.... well, no one, at last.[ April 10, 2002: Message edited by: Driver B ]

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:32:00 GMT  
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So my plan is not useful at all ....is it?

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:40:00 GMT  
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true.. all too often, just can't get anyone to even look at your messages let alone respond to them. i don't know how many times i've been on a team that's losing and can't get anyone to try a rush with me. just too many guys playing a frag fest rather than trying to be part of a team...

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:45:00 GMT  
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There is just too much rambo , james bond and charle angles show I guess.COME ON ! you CAN;t take on a heli/tank by a single machine gun ! get a group and attack! if your base entrance is stuck , try the second way! D0nt try to spend too much on clearing a hopeless entrance.You AREN't Rambo. 3 pistal shot can get char killed.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 20:48:00 GMT  
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If you have 3 flame tanks that are willing to work together, in a random non-clan public server, they are unstoppable. That goes to show how much team work ppl are doing.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 22:15:00 GMT  
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yea it is so hard to have ppl work with you. Like today i was playing on city we just lost our agt and everyone was sititng in base in thier tanks letting the light tanks and flame come. There were more than enuf peopel to defend and i asked them that i needed 2 other engys to infantry rush the oby, no one replies and i hear "apc rush them!" and see hotwires jumping into the apc and then try to get thru the barrage of enemy tanks (btw they were headin for hon with beacons on them too bad they never made it out of base)

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Mon, 08 Apr 2002 23:05:00 GMT  
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You are not wrong and I'm not a pro. So many times I have put a message up and no one has responded .PLEASE HELP YOUR TEAM MATES, we can't take a base down by ourselves and neither can you but together we can kick some serious ass!

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 00:35:00 GMT  
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True - true...If i hear shooting/buildings under attack - i always go to it...because it might be my buddy fighting off 3 hotwires...and yes - it has happened. we killed them all - but couldnt defuse the c-4 fast enough (only 2 of us and alot of c-4)well - at least i gave one for the team....

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 01:57:00 GMT  
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quote:Originally posted by Vegas\_Joe:The way I look at it, imagine in Regular C+C games, sending 1 man at a time to fight the enemy, you'd loss every time, it's so dumb. Yeah, these are the F-AGs of C&C Renegade. They go one by one, ask them to buy flames, they simply loves to buy stealth tanks or Light tanks. AND if they buy flame tanks. THEY WITHDRAW at the crossfire in between the AGT and causing their own mates to crash at the back of their tanks. lame lame lame. Westwood should open a level game. If your ranking is too low, U JOIN THE n00bies game. I really fed up with people cant listen to instruction, if there is war, I BET MY LAST DOLLAR THEY DIE FIRST.[ April 09, 2002: Message edited by: [aN9m0] ]

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 05:56:00 GMT

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Thank you ! Thank you all ! Now I am not alone. .... I wondering how can we ...spread this idea into other;s brainjust a bit ad. My game name is Driver B, get a plan and I will do it. (oh ,love the hourglass map, 3-2-3 Units attack from 3 directions. Think FROM ABOVE , at TD time, imagine how busy the opponent's mouse is.....)

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 09:44:00 GMT

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No youre not alone.... My exemple. I was playing in city, like a 8 vs 8 map, 300 credits at begining. In every game, you have to be aware of quick flamer rush incomming if you are GDI. My team warned me (impressive) that there was one incomming, 2 of em. I tloed them I was hotwire and repair. They get into the base and start attacking the Fac. I repair. One leaves and go for the pp. Another guy goes for repairs.. I Call "Guys, destroy the 2 flamers" Well, after something like TEN MINUTES!!!!!! they were still trying to get in the Nod base qhile ours was under attack. And they destroyed our powerplant.... I was like S\*\*\* guys!!!! 10 minutes and you could'nt take out 2 flamers!!!!!!!!!!!!!! That really p\*\*\*ed me of. " flamers let free in a gdi base, and a team TO STUPID TO DESTROY THEM WHILE I WAS TRYING TO KEEP OUR BUILDINGS ALIVE!!!!!!!!!! Dont try to be any hero on the battlefeild, cause heros are alone, and you can't win a war alone. you have to play as a team... UNDERSTAND?????????????I really know how some of u guys feel sometimes....

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 12:45:00 GMT

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The way I look at it, imagine in Regular C+C games, sending 1 man at a time to fight the enemy, you'd loss every time, it's so dumb.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 12:56:00 GMT

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quote:Originally posted by Vegas\_Joe:The way I look at it, imagine in Regular C+C games, sending 1 man at a time to fight the enemy, you'd loss every time, it's so dumb. That's the thing, most n00bs were probably never avid players of the original RTS, so they most likely have absolutely no IDEA how the dynamic of the game works.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 01:46:00 GMT

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quote:Originally posted by Mikeon:yea it is so hard to have ppl work with you. Like today i was playing on city we just lost our agt and everyone was sititng in base in thier tanks letting the light tanks and flame come. There were more than enuf peopel to defend and i asked them that i needed 2 other engys to infantry rush the oby, no one replies and i hear "apc rush them!" and see hotwires jumping into the apc and then try to get thru the barrage of enemy tanks (btw they were headin for hon with beacons on them too bad they never made it out of base)Was that the same game I was in? Just after they tried to apc rush did you hear that the Obelisk was destroyed(by me)? It's very easy to take down the Oby on city.(see my post about GDI tactics on city)

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 01:49:00 GMT  
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The trouble is that people learnt to play in the sp/mp practice and in those you are all alone with barely any back up.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:19:00 GMT  
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Well, People just can't co op . They are using one single eng and drive their Crazy APC to other base.... for scouting , na, they properly hope to get "critical hit" by C4.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:43:00 GMT  
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sadly, when there is no teamwork and when no one answer, rushing alone is the last hope... Sometimes, when everyone is playing selfish, just another good teammate make your team unstoppable.

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Subject: Rambos, James Bond and Crazy Taxi  
Posted by [Anonymous](#) on Thu, 11 Apr 2002 15:19:00 GMT  
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some of the rambo stuff I can see as being trained in the wrong way. in multi-practice, you had to attack as a one man army because the bots just sit around in no man's land and don't help at all. westwood needs to have a bot command system so you can actually use teamwork

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