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Subject: The problem with CarrierII  
Posted by [archerman](#) on Tue, 29 Dec 2009 04:01:13 GMT  
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discuss about CarrierII's obsession of splitting topics.

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Subject: Re: The problem with CarrierII  
Posted by [ChewML](#) on Tue, 29 Dec 2009 04:36:50 GMT  
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Yes, the problem with Carrier is that he does his job here...

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Subject: Re: The problem with CarrierII  
Posted by [RMCool13](#) on Tue, 29 Dec 2009 05:21:22 GMT  
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Chew wrote on Mon, 28 December 2009 22:36Yes, the problem with Carrier is that he does his job here...

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Subject: Re: The problem with CarrierII  
Posted by [Altzan](#) on Tue, 29 Dec 2009 07:41:04 GMT  
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RMCool13 wrote on Mon, 28 December 2009 23:21Chew wrote on Mon, 28 December 2009 22:36Yes, the problem with Carrier is that he does his job here...

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Subject: Re: The problem with CarrierII  
Posted by [Goztow](#) on Tue, 29 Dec 2009 08:06:17 GMT  
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Damn, I never should have appointed him as moderator... Oh wait, actually I should have!

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Subject: Re: The problem with CarrierII  
Posted by [ChewML](#) on Tue, 29 Dec 2009 08:30:18 GMT  
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goztow wrote on Tue, 29 December 2009 02:06Damn, I never should have appointed him as moderator... Oh wait, actually I should have!  
You have gone too far this time gozy.

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Tue, 29 Dec 2009 09:43:03 GMT  
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Chew wrote on Tue, 29 December 2009 08:30goztow wrote on Tue, 29 December 2009 02:06Damn, I never should have appointed him as moderator... Oh wait, actually I should have!  
You have gone too far this time goztoe.

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Subject: Re: The problem with CarrierII  
Posted by [ErroR](#) on Tue, 29 Dec 2009 12:22:57 GMT  
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NOT GUILTY!

Mod edit - Couldn't resist

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Subject: Re: The problem with CarrierII  
Posted by [RoCk2Star](#) on Wed, 30 Dec 2009 14:25:50 GMT  
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archerman wrote on Tue, 29 December 2009 05:01discuss about CarrierII's obsession of splitting topics.

Carrier is a good mod,fu plz.

I think we rather should discuss your over sized mom.

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Subject: Re: The problem with CarrierII  
Posted by [Herr Surth](#) on Wed, 30 Dec 2009 16:02:33 GMT  
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Carrier killed my ref today.

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Wed, 30 Dec 2009 16:37:06 GMT  
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surth? / surth! wrote on Wed, 30 December 2009 16:02Carrier killed my ref today.

In a move that should have never, ever worked.

---

Subject: Re: The problem with CarrierII  
Posted by [Herr Surth](#) on Wed, 30 Dec 2009 16:39:28 GMT  
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CarrierII wrote on Wed, 30 December 2009 10:37surth? / surth! wrote on Wed, 30 December 2009 16:02Carrier killed my ref today.

In a move that should have never, ever worked.

Not if my team hadnt been pants-down retarded...

"ITS FAKE, NO WORRY"

30

...

20

...

10

"WAIT ITS REF I THINK"

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Wed, 30 Dec 2009 16:46:47 GMT  
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rofl. For those of you interested in the story...

Map was Walls\_Flying, I was GDI, and Surth was Nod. Due to a silly spat of tit-for-tat building kills, both sides were reduced to a Rax/HON and a Ref, then GDI's Rax got nuked with sniper cover. We still got pretty close to a disarm though.

In the confusion of all the building kills, there was a lot of tank thefts, and when play settled down, GDI had a stolen stank.

I, half jokingly, suggested I could get into Nod's base with the stank and ion something. (The last attempt, involving another player as a hotwire in the stank to C4 the ref failed because I put timed on a sak's butt, which naturally caused her to respawn in the ref and the stank had to run)

I got in, past a player walking in circles for no obvious reason and drove all the way behind the destroyed strip and PP and parked the stank by the ref silo. I got out, and placed the ion.

Surth's post pretty much has the rest, although I did shoot the only engi not blind enough to not notice the ion right behind the ref silo.

ROFL.

---

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Subject: Re: The problem with CarrierII  
Posted by [Herr Surth](#) on Wed, 30 Dec 2009 17:38:16 GMT  
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CarrierII wrote on Wed, 30 December 2009 11:46rofl. For those of you interested in the story...

Map was Walls\_Flying, I was GDI, and Surth was Nod. Due to a silly spat of tit-for-tat building kills, both sides were reduced to a Rax/HON and a Ref, then GDI's Rax got nuked with sniper cover. We still got pretty close to a disarm though.

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ROFL.

AND IT WAS MARATHON. ther horrible boringness

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Subject: Re: The problem with CarrierII  
Posted by [ChewML](#) on Wed, 30 Dec 2009 17:53:34 GMT  
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This is unacceptable, I vote we make him ban himself.

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Subject: Re: The problem with CarrierII  
Posted by [HaTe](#) on Wed, 30 Dec 2009 19:18:01 GMT

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Chew wrote on Wed, 30 December 2009 11:53 This is unacceptable, I vote we make him ban himself.  
Or meet loki in person...which is worse?

---

Subject: Re: The problem with CarrierII  
Posted by [ChewML](#) on Wed, 30 Dec 2009 19:35:46 GMT  
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HaTe wrote on Wed, 30 December 2009 13:18 Chew wrote on Wed, 30 December 2009 11:53 This is unacceptable, I vote we make him ban himself.  
Or meet loki in person...which is worse?  
Meeting such a handicapped person IRL could be very damaging to your own mental health... I wouldn't wish that on anyone except those who are already on that same level of stupidity.

---

Subject: Re: The problem with CarrierII  
Posted by [HaTe](#) on Wed, 30 Dec 2009 19:38:51 GMT  
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Chew wrote on Wed, 30 December 2009 13:35 HaTe wrote on Wed, 30 December 2009 13:18 Chew wrote on Wed, 30 December 2009 11:53 This is unacceptable, I vote we make him ban himself.  
Or meet loki in person...which is worse?  
Meeting such a handicapped person IRL could be very damaging to your own mental health... I wouldn't wish that on anyone except those who are already on that same level of stupidity.  
Carrier, we now are going to make you meet loki in person.

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Subject: Re: The problem with CarrierII  
Posted by [nopol10](#) on Wed, 30 Dec 2009 23:39:42 GMT  
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CarrierII wrote on Thu, 31 December 2009 00:46 rofl. For those of you interested in the story...

Map was Walls\_Flying, I was GDI, and Surth was Nod. Due to a silly spat of tit-for-tat building kills, both sides were reduced to a Rax/HON and a Ref, then GDI's Rax got nuked with sniper cover. We still got pretty close to a disarm though.

In the confusion of all the building kills, there was a lot of tank thefts, and when play settled down, GDI had a stolen stank.

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Surth's post pretty much has the rest, although I did shoot the only engi not blind enough to not notice the ion right behind the ref silo.

ROFL.

This is completely off-topic and should be split by your good self.

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Thu, 31 Dec 2009 10:22:15 GMT  
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nopol10 wrote on Wed, 30 December 2009 23:39CarrierII wrote on Thu, 31 December 2009 00:46rofl. For those of you interested in the story...

Map was Walls\_Flying, I was GDI, and Surth was Nod. Due to a silly spat of tit-for-tat building kills, both sides were reduced to a Rax/HON and a Ref, then GDI's Rax got nuked with sniper cover. We still got pretty close to a disarm though.

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ROFL.

This is completely off-topic and should be split by your good self.

Post of the year?

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Subject: Re: The problem with CarrierII  
Posted by [ErroR](#) on Thu, 31 Dec 2009 23:25:19 GMT  
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ErroR wrote on Tue, 29 December 2009 14:22NOT GUILTY!

Mod edit - Couldn't resist  
I see what you did there

---

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Thu, 31 Dec 2009 23:33:52 GMT  
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I don't!

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Subject: Re: The problem with CarrierII  
Posted by [IAmFenix](#) on Sun, 03 Jan 2010 14:57:55 GMT  
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ErroR wrote on Thu, 31 December 2009 17:25ErroR wrote on Tue, 29 December 2009 14:22NOT GUILTY!

Mod edit - Couldn't resist  
I see what you did there  
Do you see what the mod did or do you see what you put there to blame the mods?

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Subject: Re: The problem with CarrierII  
Posted by [Clark Kent](#) on Mon, 04 Jan 2010 00:33:51 GMT  
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The real problem with Carrier is he is working for Luthorcorp and therefore can't be trusted.

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Subject: Re: The problem with CarrierII  
Posted by [archerman](#) on Mon, 04 Jan 2010 06:52:14 GMT  
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RoCk2Star wrote on Wed, 30 December 2009 16:25archerman wrote on Tue, 29 December 2009 05:01discuss about CarrierII's obsession of splitting topics.

Carrier is a good mod,fu plz.

I think we rather should discuss your over sized mom.

stfu you are not even eligable for green card lottery. no1 cares about you or anything related to you.

fucking retarded shoe polish.

---

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Subject: Re: The problem with CarrierII

Posted by [Kimb](#) on Mon, 04 Jan 2010 07:56:20 GMT

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archerman wrote on Mon, 04 January 2010 00:52RoCk2Star wrote on Wed, 30 December 2009 16:25archerman wrote on Tue, 29 December 2009 05:01discuss about CarrierII's obsession of splitting topics.

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fucking retarded shoe polish.  
really?

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Subject: Re: The problem with CarrierII

Posted by [Dover](#) on Mon, 04 Jan 2010 08:15:47 GMT

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archerman wrote on Sun, 03 January 2010 22:52RoCk2Star wrote on Wed, 30 December 2009 16:25archerman wrote on Tue, 29 December 2009 05:01discuss about CarrierII's obsession of splitting topics.

Carrier is a good mod,fu plz.

I think we rather should discuss your over sized mom.

stfu you are not even eligable for green card lottery. no1 cares about you or anything related to you.

fucking retarded shoe polish.

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lol. Pot kettle black.

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Subject: Re: The problem with CarrierII  
Posted by [CarrierII](#) on Mon, 04 Jan 2010 11:17:49 GMT  
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This is MY topic.

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