Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 01:52:00 GMT
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perfect example was when I was playing city_flying. My team was awesome! They said "someone buy an APC/heli and lets rush" so I figured great idea because more then 2 people would participate. Well I bought a heli(we were GDI BTW) and said get in the vehicle. Well I noticed a soldier and shotgunner run in and then noticed a bunch of hotwires trying to get in heli, I said at least 10 times engies only and the shotgunner got out(at least he listened) so after 5 minutes I flew to their base and dropped everyone off at the PP, we all ran in while the f Ucking retard soldier ran in the middle of the base and got fried by the oblesk(need help with the spelling ACK lol) We knocked out the PP. Then the moron said "hehe I was a soldier" he then got kicked by the host because he took a spot up that a hotwire could of had and ignored me. We all laughed and called him a stupid sh it.

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 02:21:00 GMT
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~laughs~ that's kinda funny actually...

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 10:10:00 GMT
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I NEVER get into an apc as anything but a tech or engy unless I have a nuke

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 11:24:00 GMT
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grenadiers are good. Grenadiers do some nice damage, so they're welcome in APC's and Choppers. SHotgunners are also accepted, as they can take care of any threats to the engies. But after those two, only beacon holders and engies. Snipers looking for a ride in a rush vehicle will find me quite willing to drop them in place from high altitudes, or in tib fields. And if you try to enter a hummer or tank as anything but an engineer, forget it.   Actually, if there's enough of you, shotgunner is the best thing you can be. Sounds strange, but 3 timed charges take out a building, and if there's 5 shotgunners, enemies aren't too likely to get in and disarm the bombs, especially not enough of them. [May 26, 2002: Message edited by: NukeIt15]

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 15:05:00 GMT

so do you dumba$$. And I'm not a n00b, I actually read the manual, practiced, and I consistently place in the top 10 in any game I play by adjusting to what my team needs, your most likely a stupid rambo.

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 15:09:00 GMT

Well actualy, i have readed the manuel enough for my needs, and yes i adjust to what my team needs...When under attack i repair and let the attacking to someone els becouse it has happand to me enoug that my structure been gone becouse everyone attacked the tank.But if you think that its best to only put engis in a APC our wrong, what if all enemy units are waiting up?that those pistols aint gona help you know...And sorry your not a n00b i was a little ****ed of at a game i just played (it was full of rambo's)so sorry bout that...But think about what i just said...

Subject: to many idiots
Posted by Anonymous on Sun, 26 May 2002 22:57:00 GMT

quote:Originally posted by cheezyman:[QB] "hehe I was a soldier" QB]Sound like something skwerl421 would do.....? quote: They call him thunder jack becuase he got hit by thunder, twice!

Subject: to many idiots
Posted by Anonymous on Mon, 27 May 2002 00:05:00 GMT

Should always bring someone to help defend the C4 and they have to drop their C4 on MCT first.

Subject: to many idiots
Posted by Anonymous on Mon, 27 May 2002 00:11:00 GMT

yea cheeze if you ask me your one BIG N00b!! or better NEWBIE!you always have comment on everything dude!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Subject: to many idiots
Posted by Anonymous on Mon, 27 May 2002 09:16:00 GMT

quote:Originally posted by NukeIt15:Actually, if there's enough of you, shotgunner is the best thing you can be. Sounds strange, but 3 timed charges take out a building, and if there's 5 shotgunners, enemies aren't too likely to get in and disarm the bombs, especially not enough of them.   [May 26, 2002: Message edited by: NukeIt15]I have done this a lot on City with my clan... for some reason in laddered games nobody listens to me and they want to fill the APC or whatever up with hotwires, but the very sad truth is that 5 shotgun troopers can defend themselves and the c4 WAY better than 5 hotwires can.

Subject: to many idiots
Posted by Anonymous on Mon, 27 May 2002 09:21:00 GMT

If you're good with a pistol then fine, but the shotgun kills in one headshot, so one SG can hold the MCT until the charges go off. If a little teamwork would be implemented in a few more games, basic characters would be the best assault units.Grenadiers, if well aimed, can actually kill a building on their own, plus they're just generally a good thing to have around. Especially if the enemy has siezed your vehicle already.