Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by crazfulla on Fri, 15 Dec 2006 19:53:18 GMT

Sniper_De7 wrote on Fri, 15 December 2006 13:25I've played this game since 2002, and yes, i think you are a "nub" Just because you use the term "owning". You also say that you figure you won a match if it's 1v1 and he nukes your ped. Doesn't that go against EXACTLY what you are trying to prove? Hypocrite? Not only have I played this game for nearly 5 years, I've played hundreds of clanwars. No, I know you wouldn't have responded on what you think you should buy in say 4v4 on field, because honestly I knew you wouldn't have a clue. The reason why you aren't saying is because you know if you say something so ridiculous, that I would laugh. You'd be right. But anyways. Like I said, you can state your opinion just don't say someone gets "owned" for something like that. It's just dumb... See who is better at infantry, with a pistol, or a tank, and I guess you can say "owned" even then, there is a fine line between "owning" someone and doing better than them. For example, if you didn't manage to hit my tank once while I managed to kill yours.

As for your half-assed attempt at thinking I'm bad at renegade. I already said I didn't *care* if, on a public, my team lost by pedestal. I mean, unless if my team *really* deserved to win. How often does that happen? one game out of 500? Yeah. Generally I feel bad at my team and watching them buy tib sydneys on maps like City Flying and going around shooting at tanks. If I'm actually *trying* (which I'm not, usually) I could probably make up for 3-4 people who aren't doing anything productive. As for clanwars, even with pedestal on, we never lost by ped, but for defending the base, we've done that countless times, and gse must have done something right if we were able to beat top clans and hardly ever lose any maps (Maybe our average was we lost one map out of every 100 maps we played) since our prime members joined. But tell me, what clan were you in, and how well were they? Silly me, I'm assuming you ever were in a clan.

as for talking about "long point-whore games" The only maps that come to my mind are Mesa, Under, and Hourglass. Mesa can be a real challenge if the other team is actually good and you're the only one on Nod with an artillery trying to fend off 3 med tanks AND keep control of the tunnel with absolutely no repair from your teammates. Under, I usually just buy an APC to kill people because the map almost always never is completed via means of base destruction (Yes, even if you had pedestal on, it doesn't change a god damned thing about that) As for Hourglass, if the other team actually bought tanks (they do) and tried to fight my tank it wouldn't exactly be pointwhoring, but 'lo, if we're "crazfulla", we're expert base defenders, but complain about pointwhoring when we could just buy a tank to kill the other tank. Which in all cases is easily possible. If someone is POINT-WHORING. BUY A TANK AND GO KILL THEM. They aren't going to be pointwhoring if you're better than them and you can kill them, now can they? and if there is more than one. Tada, that's where TEAMWORK comes in. The other team has it, and obviously your team doesn't if they can't stop the other team. But you complain about "pointwhoring"

Yeah. O.K.
My tactics are my buisness, you can find out ingame. I too have been playing for around 4 years and have had my share of clanwars. I agree pistol wars and tank wars are a good test of skill, perhaps I should give you a game sometime. I have been in a few clans myself believe it or not;

and since my last have had countless invitations. I recieved one just the other day from {CD}...believe me if I wanted a clan it would not be hard to get one. And yes, if the enemy team is point whoring, I usually get a tank and go kill them. Well, as long as I am not the one stuck down repairing the building. Hourglass is a good example, if you have ever played that on a server with 30+ people you will know hwat I mean. Just gets hell boring after a while.