
Subject: My best Ren Game EVER

Posted by [Aircraftkiller](#) on Sat, 07 Jun 2003 23:16:52 GMT

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General HavocA-DawGi belive tunnel beaconing is fine- you can still disarm them.

You must be some Uber Engineer to disarm them. From my experience of seeing this done, they place the three beacons silumtaneously, by using the game clock. Next they place around 12 proximity mines around them, then around 6 timed C4's and 4 Remotes thrown in for good luck. Then they get ther sniper bodyguards to do some target practise on stray Nod soldeiers. So it isn't that easy.

_General Havoc

So you all complain, bitch, then moan about no teamwork... Yet, an "exploit" that Westwood has always called a valid tactic (Reference: Devinoch, last year) is lame? They pulled a lot of people together to beacon the Tiberium Refinery in the tunnels, yet you call it lame? That you can't defeat the tactic with just yourself?

AREN'T YOU ALL SOME BRIGHT MOTHERFUCKERS, SEEING AS HOW THIS GAME IS SUPPOSED TO BE ABOUT TEAMWORK - YOU CAN'T SIT THERE AND BITCH BECAUSE YOUR TEAM DOESN'T WORK TOGETHER, THEN GET ALL PISSY BECAUSE THE OTHER TEAM WHOOPED YOUR ASS WITH A LEGAL TACTIC. REMEMBER NOW, THIS GAME DOES HAVE TEAMWORK, YOU JUST DON'T LIKE IT WHEN YOU LOSE.

I've never seen contradictory statements like this on these forums before... You'd think you stupid fucks would know what you're saying half the time. If you want teamwork, then don't get pissed off if the other team has it and you don't...
