
Subject: Degradation of renegade?

Posted by [wolfmyth](#) on Sun, 20 Jul 2008 17:02:48 GMT

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So, I ended up coming back after over a year, to a game that I have played since the very beginnings. I used to know the in's and out's, so I thought.

It seems but that the rules have been changed, a lot, and mods seem to possibly abuse their powers whenever they can nowadays, sadly.

Here's my story.

I was playing on jelly-server on canyon i think (forgot the name of the map, been back just a few days, bad long term mem) and was near the top of nod, team player as I am, repairing tanks and buildings all the time. I team donated 23k to hopefully help our cause(all my money). Somewhere down the line I get sick of defending and want to contribute on the offensive side. I start getting SBH and nukes and run along a team of our sbh.I separate from the team to lure away a havoc and engine, I get killed, meh happens. A few minutes later I hear the noise of someone having placed a nuke. I think that my comrads have got through.

I buy my own nuke again and go to place it this time in our base. I want to spread chaos on GDI. This is a VERY known strategy....and it helps make the opponent think there's more nukes in their base and scares and causes confusion and spreads fear..... what happens next is something I've never seen in my whole time of playing Renegade.

It seems the opposing teams moderator didn't like me placing that nuke for whatever reason and he disarms it via a command. I think to myself firstly, wtf? Why was my nuke disarmed. I think that the mod is on nod also but I don't understand the cause of removing the nuke. There was no nuke-spam as we sometimes see at the end of a round going on. This is a marathon and both teams still have their main buildings up.....I get the message from sgtass64 (mod) telling me that if I do that again I will be kicked.....Now I'm really confused.

What have I done wrong (how did he know I placed a nuke when hes on GDI? [of course I know how, but was placing a nuke enough justification to "spy" on the whole team?]) It's a offense to place a nuke now (outside of the obvious endgame beacon spam)? Its at this point I start to suspect the obvious foul play. I tell the mod back in private message that it was the _first_ nuke I have placed and that I think he abused his power(obviously). I tell him what I did is a common strategy, I start to consider the mods expertise in such a vastly complex game of C&C. I get the reply back to shut up of I'll be kicked. Well as anyone would of done, I say I'm sorry but I tell him he overused his powers. I get a kick....

So, what I want to know is what have I done that was so wrong?

Is it because I was more skilled, having played this game for a long time before, and used tactics the mod didn't liked? Is there some new rule that takes away strategy from this game?

Is it because I placed a distracting nuke and stood up for my tactics the mod went overboard?

Has renegade truly turned into a sissy game of mod abusers? Has any tactics and skill/smart play died out?

True Renegade players will understand what I mean by demoralizing the opponent and using tactics to help win (within normal rules). We used to do it all the time. A diversion here, a diversion there. Placing a nuke to make every GDI scramble, leave their posts and chaotically search for a nuke(this allows more SBH to infiltrate the base as patrol posts have been abandoned).Attacking one building before quickly switching to another(getting all engines to repair said building by EVA). Sneaking into the bases, knowing terrain, guard towers and map layouts, knowing how and when to go, what to do..... it was all part of this game. This is not bf2 where all you need is to capture some pointless flag. Buildings play a role and so does strategy. The smart player does distractions, but is playing too well nowadays a kick able offense?

In that case I must say that C&C: Renegade has stooped to a all time low, sadly.

Is this type of mod abusive behavior in all other servers? Are mods while playing getting an overview of the whole map and know where everyone is and using this to their teams advantage? Abusing their powers whenever they can and dare you not question them?

If this is what this once awesome game has degraded to, please tell me now. I would rather stop playing again and preserve the memory of how C&C:R use to be played, and how teamwork, effort and strategy was all part of it.
