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Subject: Small Renegade annoyances

Posted by [John Shaft Jr.](#) on Sun, 09 Mar 2003 13:43:07 GMT

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Actually Lag can be used to your advantages. Once Lag got to me and it turned out to be good.

I remmber once on C&C\_Field on this server I had some major lag (Forgot which server). I was on GDI and Nod was pounding out base. And we pushed them back and regain the field and starting pounding there base. So as we're pounding there base I'm a Field Hotwire and I'm out in the field healing the tanks. And you know The Tanks are hitting the Hand of Nod like Crazy but Nod is healing it. And Nod is also defending there base right. So you know when you're healing tanks and there are missles hitting the tanks you are healing and you are kinda close to the tanks there will be alot of splash damage and alot of lag.

So you know All out Meduims adn a Mamy is at the Entrace of Nod Base and I'm running back and fourth like Crazy healing the tanks. All of a certain lag hits me and I started warping in and out right. And then all of a certain I end up in front of the Hand of Nod entrance (You know the turret that is near the Hand of Nod). I'm like, "What the..... How the heck i end up here." So you know I just ran into the Hand of Nod. The Ob didn't detect or nothing. Players on Nod didn't even see me. Guess because of the Lag warps it made me seem invisible to them.

So I just ran into the Hand of Nod threw some Mines on some techies that was healing the Hand of Nod and place my C4. Since the Meduims and the Mammy were pounding the Hand and there was nobody in there to heal it I fired off my Remote c4 and we blow up the Hand of Nod. I laughed my ass off silly.

We won the rest of the game cause we blow up the rest of there base. But it was funny as hell. Never laughed so hard.

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