
Subject: Cool screenies :D

Posted by [zunnie](#) on Mon, 14 Feb 2005 19:35:07 GMT

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<http://www.fanmaps.net/zunnie/images/flamerushanyone.jpg>
<http://www.fanmaps.net/zunnie/images/FLAMERS11.PNG>
<http://www.fanmaps.net/zunnie/images/loltanks.png>
<http://www.fanmaps.net/zunnie/images/alotoftankslol.png>
http://www.fanmaps.net/zunnie/images/Getting_Ready.JPG
http://www.fanmaps.net/zunnie/images/Attacking_AGT.PNG
<http://www.fanmaps.net/zunnie/images/ScreenShot18.png>
<http://www.fanmaps.net/zunnie/images/ScreenShot401.jpg>
<http://www.fanmaps.net/zunnie/images/stankrushmassivelol.jpg>
<http://www.fanmaps.net/zunnie/images/stealthorca.jpg>
<http://www.fanmaps.net/zunnie/images/flamers.JPG>
<http://www.fanmaps.net/zunnie/images/ScreenShot49.png>
<http://www.fanmaps.net/zunnie/images/clp12.jpg>

Subject: Cool screenies :D

Posted by [jd422032101](#) on Mon, 14 Feb 2005 19:36:49 GMT

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lol gdi must of got owned

Subject: Cool screenies :D

Posted by [flyingfox](#) on Mon, 14 Feb 2005 19:43:32 GMT

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Wow I can't help but notice your artillery health is 350..

Not to mention that must have sucked bad, as not only did your team use the destroyed cheat to get more vehicles than the standard limit of 8 but everybody without an uberleet computar must have been running at 5 frames per second.

Apart from that, stank and flamer rushes are nothing new.... it only shows us that nobody on your team did anything except say "STANK RUSH" "STANK RUSH" "FLAME RUSH" over and over and over till you got dozens of the same vehicle.

Now let's see you mix three types of vehicle in and include infantry, that's much better than a massive homosexual flame rush.

Subject: Cool screenies :D

Posted by [Nightma12](#) on Mon, 14 Feb 2005 20:03:48 GMT

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Quote:than a massive homosexual flame rush.

which is effective

Subject: Cool screenies :D

Posted by [zunnie](#) on Mon, 14 Feb 2005 20:09:50 GMT

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Note the Arty armor is only 75?

Armor type is medium tank.. it takes like 2 shots more to kill it with a ramjet UNLESS meanwhile a med or other character shot away the armor.

Then the artillery (and also MRLS) is VERY vulnerable..

Its actually better than the regular arty or mrls has...

Subject: Cool screenies :D

Posted by [Jecht](#) on Mon, 14 Feb 2005 20:12:42 GMT

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thats the dumbest thing i ever heard fox, Flame rushes own in the right conditions.

Subject: Cool screenies :D

Posted by [TankClash](#) on Mon, 14 Feb 2005 20:16:34 GMT

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The only time I'd want to see a shit load of tanks like that is on a very large level and both sides are meeting on some battle field or on city streets.

I like major tank battles, not the slaughter of some enemy base and then after the tanks are destroyed, they usually leave one building standing and wait the rest of the game out from behind the scope of a n00bjct. And start to snipe free infantry.

Subject: Cool screenies :D

Posted by [zunnie](#) on Mon, 14 Feb 2005 20:19:08 GMT

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Did i mention the wf/strip self repair?

Subject: Cool screenies :D
Posted by [IronWarrior](#) on Mon, 14 Feb 2005 20:34:27 GMT
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lol the flamer tank rush is funny shit lol

Subject: Cool screenies :D
Posted by [nastym4n](#) on Mon, 14 Feb 2005 20:53:12 GMT
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flyingfoxWow I can't help but notice your artillery health is 350..
Not to mention that must have sucked bad, as not only did your team use the destroyed cheat to get more vehicles than the standard limit of 8 but everybody without an uberleet computar must have been running at 5 frames per second.

this is a joke right?

Subject: Cool screenies :D
Posted by [Cred3020](#) on Mon, 14 Feb 2005 22:01:32 GMT
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I see a bunch of exploitation...

Kids it might look fun but really isn't. The FPS in any of those situations would be guaranteed under 10.

Subject: Cool screenies :D
Posted by [Oblivion165](#) on Mon, 14 Feb 2005 22:05:49 GMT
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And WTF is that?!?!?

Subject: Cool screenies :D
Posted by [rm5248](#) on Mon, 14 Feb 2005 22:09:45 GMT
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Subject: Cool screenies :D
Posted by [Bombario](#) on Mon, 14 Feb 2005 22:41:37 GMT
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Hey flyingfox...they're not cheating. Ever heard of server mods? Check out the fanmaps AOW server. (Right now it's on Gamespy since WOL is down)

Subject: Cool screenies :D
Posted by [WNxCABAL](#) on Mon, 14 Feb 2005 23:52:14 GMT
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oblivion165And WTF is that?!?!

<http://www.fanmaps.net/zunnie/images/ScreenShot49.png>

Its the hologram of Kane, with a sniper rifle

Subject: Cool screenies :D
Posted by [Naamloos](#) on Mon, 14 Feb 2005 23:56:42 GMT
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My turn.

<http://www.n00bstories.com/image.view.php?id=1087889520>

<http://www.n00bstories.com/image.view.php?id=1079562676>

<http://www.n00bstories.com/image.view.php?id=1249171366>

<http://www.n00bstories.com/image.view.php?id=1252200118>

<http://www.n00bstories.com/image.view.php?id=1361917430>

<http://www.n00bstories.com/image.view.php?id=1225167024>

<http://www.n00bstories.com/image.view.php?id=1121084484>

Now 2 i took a long time ago:

<http://www.n00bstories.com/image.view.php?id=1172264850>

<http://www.n00bstories.com/image.view.php?id=1364494676>

Edit: For those that can't view the 7th pic:

Subject: Cool screenies :D
Posted by [zunnie](#) on Tue, 15 Feb 2005 00:01:06 GMT
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ownage

Subject: Cool screenies :D
Posted by [greb](#) on Tue, 15 Feb 2005 00:52:16 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1139900034>

We lost....

<http://www.n00bstories.com/image.fetch.php?id=1293651060>

Subject: Cool screenies :D
Posted by [Alkaline](#) on Tue, 15 Feb 2005 01:37:38 GMT
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heh,
man i forgot how original westwood maps looked like ...lol...
I was gonna ask where can I download that map

Subject: Cool screenies :D
Posted by [icedog90](#) on Tue, 15 Feb 2005 05:56:36 GMT
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Nice screenshots. Bad FPS und graphics.

Subject: Cool screenies :D
Posted by [Naamloos](#) on Tue, 15 Feb 2005 10:01:17 GMT
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I always get uber FPS lag when flamer trower type weapons are being used.

Btw, I only see evil red X's, DaGrebX.

Subject: Cool screenies :D

Posted by [flyingfox](#) on Tue, 15 Feb 2005 15:51:32 GMT

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to the guy that thought I was joking, well I wasn't. if you frequent this server you will notice they have a mod that lets a destroyed vehicle come back to life if it gets repaired to the max. people often exploit this by building loads of vehicles in their own base, destroying them and leaving the wreckages so that once they have like 12 wreckages they heal every one to get theirselves tons of vehicles for a rush. From what those screenshots say this exploit is still allowed to go on, so all it does is wreck the concept of fair online play and throw it in the gutter.

Subject: Cool screenies :D

Posted by [zunnie](#) on Tue, 15 Feb 2005 17:36:36 GMT

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No it doesnt.. it makes it more interesting really...

Subject: Cool screenies :D

Posted by [greb](#) on Tue, 15 Feb 2005 19:01:40 GMT

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NaamloosBtw, I only see evil red X's, DaGrebX.

What?

Subject: Cool screenies :D

Posted by [2000_years](#) on Tue, 15 Feb 2005 19:12:51 GMT

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yeah it does make it more interesting, I'd rather see bigger tank battles than a group of idiot havoc/sak's hopping about for the entire map.

Perhaps those getting under 10fps when a few flamers on their screen should consider joining a smaller server (or one with less vehicles, so they can feel "l33t" sniping engies). I have a shitbag computer (AXP 1700+, 9800SE) and it peforms well on mine at 1280 on high.

Subject: Cool screenies :D

Posted by [Naamloos](#) on Tue, 15 Feb 2005 21:26:51 GMT

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DaGrebXNaamloosBtw, I only see evil red X's, DaGrebX.

What?

Your images don't work for me...
