
Subject: I should ov took a SS But alast didn't
Posted by [soapdirt](#) on Thu, 01 Dec 2005 20:29:29 GMT
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Okie

Server was noobstories

18 v 18

map _ Islands

I was a hotwire and was fixin tanks at the front of the gdi base,we had just pushed out and gone across the first little bridge (i was standing in the water).

suddenly from the left side i see a Timed c4 charge land in the water by me

There was a nod guy in the water ?????? he try to shoot me when i Fixalate the c4 charge ---So i gets pistol on and starts to chase him.

I finally kill him by the gdi ref

Me on the land:

Him in the water: (I can only assume he was try to run back round to the nod base)

So i !Rg talvien and it say that he is indeed using renguard.

Subject: Re: I should ov took a SS But alast didn't
Posted by [JeepRubi](#) on Thu, 01 Dec 2005 20:43:06 GMT
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So it sounds like a regular game of renny

btw why did you force rg him?

Subject: Re: I should ov took a SS But alast didn't
Posted by [bandie63](#) on Thu, 01 Dec 2005 20:48:04 GMT
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I think he means that the guy was over the fence in that water. And it's no big deal. I've done it a few times. (By accident.)

Subject: Re: I should ov took a SS But alast didn't
Posted by [soapdirt](#) on Thu, 01 Dec 2005 20:52:00 GMT
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LOL

whens the last time you see anybody in the water on renegade ???

Unless iv'e missed the aqualung nod guy --then i don't think he really should of been there.

I didn't force renguard him ----I renguard him

Subject: Re: I should ov took a SS But alast didn't
Posted by [trooprm02](#) on Thu, 01 Dec 2005 20:56:09 GMT
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I know how to get over
Wierd tho.....I did it before CP1 which fixes that, so he must of no updated to CP1

Subject: Re: I should ov took a SS But alast didn't
Posted by [icedog90](#) on Thu, 01 Dec 2005 23:31:59 GMT
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trooprm02 wrote on Thu, 01 December 2005 12:56I know how to get over
Wierd tho.....I did it before CP1 which fixes that, so he must of no updated to CP1

That fix is not a client fix. You can't have a different version of a map than someone else.
