Subject: spawn killing
Posted by superj69 on Mon, 30 Jan 2006 02:55:54 GMT
View Forum Message <> Reply to Message

it just kinda came to mind i was wondering what other ppl thought about spawn killing .i personally think that it is really stupid and that only noobs do it.

Subject: Re: spawn killing
Posted by mrpirate on Mon, 30 Jan 2006 02:57:42 GMT
View Forum Message <> Reply to Message

Spawn killing in what context?

Subject: Re: spawn killing
Posted by superj69 on Mon, 30 Jan 2006 02:59:29 GMT
View Forum Message <> Reply to Message

killing someone when they first appear inside their base after dyin

Subject: Re: spawn killing
Posted by Kamuix on Mon, 30 Jan 2006 03:19:39 GMT
View Forum Message <> Reply to Message

It depends on weather or not they kept spawning in the same place or not. If they did it would be n00bish i guess.

Subject: Re: spawn killing
Posted by superj69 on Mon, 30 Jan 2006 03:32:56 GMT
View Forum Message <> Reply to Message

killing everyone that appears in that building that teh person is in

Subject: Re: spawn killing
Posted by Goztow on Mon, 30 Jan 2006 08:43:56 GMT
View Forum Message <> Reply to Message

It depends, spawn killing to protect your ped nuke doesn't seem all that stupid to me...

Subject: Re: spawn killing
Posted by Jecht on Mon, 30 Jan 2006 11:39:13 GMT
View Forum Message <> Reply to Message

I spawnkill. If they don't want me to do it, they should keep me out of their base.

Subject: Re: spawn killing
Posted by luv2pb on Mon, 30 Jan 2006 11:52:16 GMT
View Forum Message <> Reply to Message

If I'm running though a building and you spawn I will drop you. However to sit there and wait for people to spawn at a certain location is a little cheesy.

Subject: Re: spawn killing
Posted by Dave Mason on Mon, 30 Jan 2006 18:10:03 GMT
View Forum Message <> Reply to Message

gbull wrote on Mon, 30 January 2006 11:39I spawnkill. If they don't want me to do it, they should keep me out of their base.

Well said!

Subject: Re: spawn killing
Posted by RTsa on Mon, 30 Jan 2006 18:45:29 GMT
View Forum Message <> Reply to Message

And you should move when you spawn anyway

(of course, that doesn't always help, I know)

Subject: Re: spawn killing
Posted by Homey on Tue, 31 Jan 2006 00:22:35 GMT
View Forum Message <> Reply to Message

It's not difficult either, unless it's a sakura/havoc. Good point on them keeping you out.

Subject: Re: spawn killing
Posted by Renerage on Wed, 01 Feb 2006 23:53:58 GMT
View Forum Message <> Reply to Message

Picture this:

Its AOW, Nods lost their Obi.
I take advantage, grab a havoc and go in their base. But they have no mines up. So i go all over base killing them.
They bitch and moan, like all tards. But then it occurs to them that omg, hes probably cheating...Well stupid, one shot wiht a noobjet on a lvl 1 infantry and your dead.

But of course, im still cheating......

So after about 30 kills, not all spawns, only about 15 were.
They ban me for 24 hours. Reason?

Cheating. (then the host comes back and says, Going into their base with a Havoc and sniping them is noob and cheating in my books, goodbye.)

Yea, then he changes it to IP perma ban.

Fuckin figures, i never get anything good going my way.

Subject: Re: spawn killing
Posted by mrpirate on Thu, 02 Feb 2006 00:05:58 GMT
View Forum Message <> Reply to Message

Welcome to the wonderful world of being banned from Renegade servers.

Subject: Re: spawn killing
Posted by Canadacdn on Thu, 02 Feb 2006 00:07:35 GMT
View Forum Message <> Reply to Message

I hate those mods in some servers that just sit there with their thumbs up their asses banning people for the dumbest reasons.
Kill them, and you'll be banned. It's probably happened to everyone at least once.

Subject: Re: spawn killing
Posted by mrpirate on Thu, 02 Feb 2006 00:08:54 GMT
View Forum Message <> Reply to Message

Kill the moderators on any server enough and you'll be banned. This is the first law of Renegade.

Subject: Re: spawn killing
Posted by exnyte on Thu, 02 Feb 2006 00:12:22 GMT
View Forum Message <> Reply to Message

You must visit some really shitty servers.

Subject: Re: spawn killing
Posted by Sir Kane on Thu, 02 Feb 2006 00:22:27 GMT
View Forum Message <> Reply to Message

Real men use the normal sniper weapon. Only n00bs/tards use the n00bjets. Especially when the enemy's soldier factory is dead. Saw like 5 n00bjets rowing up in islands the other day.

So please, get some kills.

Subject: Re: spawn killing
Posted by Renerage on Thu, 02 Feb 2006 00:24:07 GMT
View Forum Message <> Reply to Message

Silent Kane wrote on Wed, 01 February 2006 19:22Real men use the normal sniper weapon. Only n00bs/tards use the n00bjets. Especially when the enemy's soldier factory is dead. Saw like 5 n00bjets rowing up in islands the other day.

So please, get some kills.

We will...just with the n00bjet

Subject: Re: spawn killing
Posted by =HT=T-Bird on Thu, 02 Feb 2006 00:39:12 GMT
View Forum Message <> Reply to Message

Silent Kane wrote on Wed, 01 February 2006 18:22Real men use the normal sniper weapon. Only n00bs/tards use the n00bjets. Especially when the enemy's soldier factory is dead. Saw like 5 n00bjets rowing up in islands the other day.

So please, get some kills.

That's true unless you're chasing Orcas/Apaches/hillcampers...

Subject: Re: spawn killing
Posted by NukeIt15 on Thu, 02 Feb 2006 03:41:54 GMT
View Forum Message <> Reply to Message

=HT=T-Bird wrote on Wed, 01 February 2006 19:39Silent Kane wrote on Wed, 01 February 2006

18:22Real men use the normal sniper weapon. Only n00bs/tards use the n00bjets. Especially when the enemy's soldier factory is dead. Saw like 5 n00bjets rowing up in islands the other day.

So please, get some kills.

That's true unless you're chasing Orcas/Apaches/hillcampers...

...in which case Real Men use Railguns, Personal Ion Cannons and Laser Chainguns.

Subject: Re: spawn killing
Posted by YSLMuffins on Thu, 02 Feb 2006 04:18:14 GMT
View Forum Message <> Reply to Message

I'm rarely spawn-killed. I'm always moving.

Subject: Re: spawn killing
Posted by superj69 on Thu, 02 Feb 2006 05:15:55 GMT
View Forum Message <> Reply to Message

well i think that its not bad ne more lol.everyone has made a good point

---

Subject: Re: spawn killing
Posted by Homey on Thu, 02 Feb 2006 05:20:11 GMT
View Forum Message <> Reply to Message

cheekay77 wrote on Wed, 01 February 2006 18:53Picture this:

Its AOW, Nods lost their Obi.
I take advantage, grab a havoc and go in their base. But they have no mines up. So i go all over base killing them.
They bitch and moan, like all tards. But then it occurs to them that omg, hes probably cheating...Well stupid, one shot wiht a noobjet on a lvl 1 infantry and your dead.

But of course, im still cheating......

So after about 30 kills, not all spawns, only about 15 were.
They ban me for 24 hours. Reason?

Cheating. (then the host comes back and says, Going into their base with a Havoc and sniping them is noob and cheating in my books, goodbye.)

Yea, then he changes it to IP perma ban.

Fuckin figures, i never get anything good going my way.
Change your ip, join again, get a sbh and stalk him and only him and just steal his tank, kill him and just hunt his ass down. It's the best thing ever in this game

---

Subject: Re: spawn killing
Posted by PointlessAmbler on Thu, 02 Feb 2006 06:26:58 GMT
View Forum Message <> Reply to Message

Spawnkilling in Renegade is not nearly as prevalent a problem as it is in other games like the Battlefield series.

Subject: Re: spawn killing
Posted by Homey on Thu, 02 Feb 2006 06:59:06 GMT
View Forum Message <> Reply to Message

PointlessAmbler wrote on Thu, 02 February 2006 01:26Spawnkilling in Renegade is not nearly as prevalent a problem as it is in other games like the Battlefield series.
Yeah, it doesn't give the enemy a bunch of points like in battlefield games, and you only have to wait 2 seconds vs 15 or whatever the servers run.

Subject: Re: spawn killing
Posted by xtaro on Thu, 02 Feb 2006 08:14:17 GMT
View Forum Message <> Reply to Message

Spawnkill is not wrong it is a valid reaction to an enemy dude, with a gun, being in proximity to you. most times i spawnkill it is on extreme noobs who get killed and than stand in front of the terminal going "ooh pretty colors, so many choices, ho hum what to do" so i kill em and if they respawn there again they should Not complain but instantly turn around shooting.

Also if u are patient ya can get some guy who purchases a 1000 cred unit with a shotgun, very satisfactory...