Subject: This Would Be A Good Thing To Do If.....
Posted by thrash300 on Sun, 19 Nov 2006 11:59:51 GMT
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Im sure that we all had those instances where we were a hotwire/teck in a good veicle going somewhere when.... you pass a crate.... You think it over for a second and decide not to take the risk of loosing your character and vehicle, so you just stroll allong passing it by. But this is what you could have done: You could have went outside and there Proximity C4 inside the crate so that if an enemy soldier gets it he will die. I did this and it DOES work. So Im hoping <Well Not Really> that the nextime I get a crate I will get hit with proxies.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by danpaul88 on Sun, 19 Nov 2006 17:15:53 GMT
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wow, lets waste proximity mines on crates, so all the hard work our teammates did mining the entrances to buildings is undone by you exceeding the mine limit. awesome idea

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Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Ryu on Sun, 19 Nov 2006 21:40:43 GMT
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danpaul88 wrote on Sun, 19 November 2006 10:15wow, lets waste proximity mines on crates, so all the hard work our teammates did mining the entrances to buildings is undone by you exceeding the mine limit. awesome idea

Indeed.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by IronWarrior on Mon, 20 Nov 2006 07:59:01 GMT
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!qkick thrash300 team hamp

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by futura83 on Mon, 20 Nov 2006 18:44:36 GMT
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post count +1

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by fl00d3d on Mon, 20 Nov 2006 19:35:39 GMT
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If you feel it wise to risk the crate, then why wouldnt you just throw timed c4 on your vehicle? That way if you die or get a vehicle and return to base ... your empty vehicle would be destroyed by the time someone got in it. That's what I do.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by IronWarrior on Mon, 20 Nov 2006 20:52:50 GMT
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fl00d3d wrote on Mon, 20 November 2006 13:35If you feel it wise to risk the crate, then why wouldnt you just throw timed c4 on your vehicle? That way if you die or get a vehicle and return to base ... your empty vehicle would be destroyed by the time someone got in it. That's what I do.

And I would come along and disarm that c4 or repair the wreck.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Sniper_De7 on Mon, 20 Nov 2006 21:42:32 GMT
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IWarriors wrote on Mon, 20 November 2006 14:52fl00d3d wrote on Mon, 20 November 2006 13:35If you feel it wise to risk the crate, then why wouldnt you just throw timed c4 on your vehicle? That way if you die or get a vehicle and return to base ... your empty vehicle would be destroyed by the time someone got in it. That's what I do.

And I would come along and disarm that c4 or repair the wreck.

You obviously wouldn't get out of a vehicle to get a box if there was an enemy some few feet away..., It takes probably like 2 seconds to get to the second c4 thrown and then another maybe 3 seconds to get to the box or roughly that, that leaves someone with 25 seconds if they were RIGHT next to the tank. The question is why would someone get out of their vehicle if an enemy is right next to them. So say he gets out only if there isn't any enemies around or at least there's one but is a good 20 seconds away, that leaves the enemy to go to the tank, and disarm the c4 in 5 seconds, only, you don't want to get to close because if you do you might die as well and then you'd have an empty tank on the field. Not only that but how do you know which c4 to disarm first because if you tried disarming the first c4 that was placed and missed it you would have no chance of saving it, so even IF you were 20 seconds away, it'd be a shot in the dark to saving it, even still i just highly doubt they're going to find the c4 instantly because there are times when the c4 just disappear and are impossible to disarm, as for wrecks, well - I think they're retarded and I hate every server that has them, because it ruins the purpose of rushing if you can just lose all of your vehicles because you attempted to rush. Not only that it's just a stupid idea because a tank is supposed to die when it dies. if you want to add health to a tank then add health don't give it some shitty wreck that the other team can steal.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by thrash300 on Thu, 23 Nov 2006 07:12:31 GMT
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danpaul88 wrote on Sun, 19 November 2006 11:15wow, lets waste proximity mines on crates, so all the hard work our teammates did mining the entrances to buildings is undone by you exceeding the mine limit. awesome idea

You didn't consider the servers and the maps.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by danpaul88 on Thu, 23 Nov 2006 21:27:35 GMT
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Ah, so some servers encourage you to waste mines on crates and generally hamper the team?

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Nightma12 on Fri, 24 Nov 2006 00:01:06 GMT
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yes

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by danpaul88 on Fri, 24 Nov 2006 11:51:27 GMT
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seriously? Wow... some servers have some strange ideas

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Armedallo on Sat, 25 Nov 2006 01:07:43 GMT
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What was meant by that post was for servers that have larger mining limits. Some have it set to 50+ so obviously you'd have plenty to mine with. So in reality its not team hampering especialy if the oponent got lucky enough to get a spy crate, OH WAIT~! you mined it so he's already dead! Good job commander!

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by thrash300 on Sat, 25 Nov 2006 03:06:15 GMT
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Armedallo wrote on Fri, 24 November 2006 19:07What was meant by that post was for servers that have larger mining limits. Some have it set to 50+ so obviously you'd have plenty to mine with. So in reality its not team hampering especialy if the oponent got lucky enough to get a spy crate, OH WAIT~! you mined it so he's already dead! Good job commander!

THANK YOU!!!!!

It took a while to figure that one ot didn't it? <SARCASM>

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by fl00d3d on Sat, 25 Nov 2006 05:49:09 GMT
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Sniper_De7 wrote on Mon, 20 November 2006 16:42IWarriors wrote on Mon, 20 November 2006 14:52fl00d3d wrote on Mon, 20 November 2006 13:35If you feel it wise to risk the crate, then why wouldnt you just throw timed c4 on your vehicle? That way if you die or get a vehicle and return to base ... your empty vehicle would be destroyed by the time someone got in it. That's what I do.

And I would come along and disarm that c4 or repair the wreck.

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That's also considering he saw me doing all of this. Most of the time I consider the events of the map. If things are slow and I have something to gain by a retarded crate (ie. when the game starts and no one has anything) then I'd just whip my c4 on it just as soon as I got out of the vehicle - and probably on the top of it so you couldn't repair it even if you spawned on my head.

Sniper_De7 wrote on Mon, 20 November 2006 16:42
as for wrecks, well - I think they're retarded and I hate every server that has them, because it ruins the purpose of rushing if you can just lose all of your vehicles because you attempted to rush. Not only that it's just a stupid idea because a tank is supposed to die when it dies. if you want to add health to a tank then add health don't give it some shitty wreck that the other team can steal.

I hate wrecks. And you will never find them on any server that I have control over.   With every engine and game modification that is added the dynamics of the game change and strategies have to be reconsidered. And like de7 said, if it becomes a "collectibles" competition - the tank

war is over and a 12v12 becomes an infantry gangbang in the tunnels. Btw, a little tip for anyone that plays on RenUnderground ... avoid the crates. I'm not a big fan of them so I usually wire them up with nuclear bombs.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Sniper_De7 on Sat, 25 Nov 2006 12:08:44 GMT
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thrash300 wrote on Fri, 24 November 2006 21:06Armedallo wrote on Fri, 24 November 2006 19:07What was meant by that post was for servers that have larger mining limits. Some have it set to 50+ so obviously you'd have plenty to mine with. So in reality its not team hampering especialy if the oponent got lucky enough to get a spy crate, OH WAIT~! you mined it so he's already dead! Good job commander!

THANK YOU!!!!!

It took a while to figure that one ot didn't it? <SARCASM>

Yes, well, servers that change the mine limit are retarded, I was in a server when the map had 100 mine limit and it was like complex or a non-base defence map. Making a server have 100 mine limit is just so utterly ridiculous, even 50, and this person thought I wasn't sarcastic when I said, "the mine limit was a million" You might as well have a mine limit of a million if you have 100, the server was so retarded that it was marathon too, so now witht he fact that people can have like 100 mines everywhere it makes it even more ridiculously harder to kill buildings, and in a marathon server that's not what you want, least I would hope not. Anyways, yeah, anything more than 35 mines is really stupid.

As for this awesome strategy you though of, even if it was one of those precious little gems of a server with more mines, you'd have to be pretty sure it got in the middle, and even then it might be possible to get by, the moment you get the box, your life goes up to a SBHs health, so if you took 1-2 hits from proxies before you got the crate, your spy crate would live, really anything other than that in a crate is pretty worthless. I'd rather just get money from a box, it's infinitely more reliable than having to worry about dying from a crate you never wanted in the first place, but you chance it to get money (or if you have a lot of money, free points..) In fact I really don't know what is wrong with most of these "cool" mods like these. Things like stealth crate which can completely ruin it for one side, just because some guy was getting crates all game. (Just sit back and reflect on that, a team won simply because of a single crate. Don't worry about the team that was working hard to win, it was the guy who decided to get crates all game who really deserves to win.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Nightma12 on Sat, 25 Nov 2006 13:50:01 GMT
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danpaul88 wrote on Fri, 24 November 2006 05:51seriously? Wow... some servers have some strange ideas

---

mine limit = 127

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by gufu on Sat, 25 Nov 2006 16:23:57 GMT
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more than usual limit=server is crap

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by fl00d3d on Sat, 25 Nov 2006 17:57:24 GMT
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Nightma12 wrote on Sat, 25 November 2006 08:50danpaul88 wrote on Fri, 24 November 2006
05:51seriously? Wow... some servers have some strange ideas

mine limit = 127

...which is NOT how we run our server.

In fact, I just changed a few rules and settings the other day. Here are a few of the changes I
made:

-Hillcamping is allowed on hourglass, b2b is allowed when enemy defenses are down
-Minelimit decreased on all maps; heavily decreased on "camper" maps.
-Buddy jumping permitted
-Flaming apc's forbidden

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by danpaul88 on Sun, 26 Nov 2006 09:36:28 GMT
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ah yes, but he never specified this tactic is for servers with modified mine limits only, and even
then if your team has used all those mines on their buildings (somehow!) then you would be
removing some of them.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by songokuk on Tue, 28 Nov 2006 13:31:44 GMT
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Sniper_De7 wrote on Sat, 25 November 2006 07:08

Yes, well, servers that change the mine limit are retarded, I was in a server when the map had 100 mine limit and it was like complex or a non-base defence map. Making a server have 100 mine limit is just so utterly ridiculous, even 50, and this person thought I wasn't sarcastic when I said, "the mine limit was a million" You might as well have a mine limit of a million if you have 100, the server was so retarded that it was marathon too, so now witht he fact that people can have like 100 mines everywhere it makes it even more ridiculously harder to kill buildings, and in a marathon server that's not what you want, least I would hope not. Anyways, yeah, anything more than 35 mines is really stupid.

well they dont force you to play there! lol

and yes im one of those server owners, i find it amusing to place mines in random places.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by mision08 on Tue, 28 Nov 2006 17:11:39 GMT
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LOL, you don't want to get the crate because there is a good chance it will kill you, or take your credits. So you waist proximity mines on it, in case the enemy gets it. What is this worth? One kill an hour or less. Plus the crate might kill them before the mines. Bad idea. Tactics and Strategy grade, a dismal 54 and you Fail.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by jnz on Wed, 29 Nov 2006 00:21:41 GMT
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i like servers with a raised mine limit, not too high but above 30. then our team can mine all the buildings.

also, i spare amount is good, if you want to mine an enemy building. and here a boink a few mins later

---

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Ryu on Wed, 29 Nov 2006 09:21:10 GMT
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Rencorner server had a timelimit of like (forever) and the minelimit was 127, Very Very Very Very

retarded, Yet I snook into there base with a apc and tech and bye bye Ref, Good thing GDI had retarded players.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by MrWiggles on Wed, 29 Nov 2006 17:04:45 GMT
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hey im banned from Distortia AOW server for hacking or sum shit, unban plz! the ban is either on WiGgLeS or Kimveer ty

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Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Ryu on Thu, 30 Nov 2006 10:07:46 GMT
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Cheak My Sig for the link.

 |
 |
 |
 Y

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Sniper_De7 on Thu, 30 Nov 2006 20:39:03 GMT
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fl00d3d wrote on Sat, 25 November 2006 11:57Nightma12 wrote on Sat, 25 November 2006 08:50danpaul88 wrote on Fri, 24 November 2006 05:51seriously? Wow... some servers have some strange ideas

mine limit = 127

...which is NOT how we run our server.

In fact, I just changed a few rules and settings the other day. Here are a few of the changes I made:

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-Minelimit decreased on all maps; heavily decreased on "camper" maps.
-Buddy jumping permitted
-Flaming apc's forbidden

You should update your rules because emos are cutting themselves because it says shooting from the hill is not allowed.

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by Ryu on Fri, 01 Dec 2006 12:29:25 GMT
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Sniper_De7 wrote on Thu, 30 November 2006 14:39
You should update your rules because emos are cutting themselves because it says shooting from the hill is not allowed.

ROFL!

Subject: Re: This Would Be A Good Thing To Do If.....
Posted by songokuk on Sat, 02 Dec 2006 12:15:02 GMT
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lol