
Subject: Future Warrior

Posted by [warranto](#) on Thu, 04 Jan 2007 16:02:11 GMT

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See where technology is taking the armies of tomorrow.

http://www.space.com/business/technology/070104_future_warrior.html

Subject: Re: Future Warrior

Posted by [zyph](#) on Thu, 04 Jan 2007 16:09:44 GMT

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Wall hax!!1one! Seriously shouldn't they put more time into robot military as well as the fact this is scary what technology is getting to these days. Imagine a cult or terrorists getting these items.

Subject: Re: Future Warrior

Posted by [warranto](#) on Thu, 04 Jan 2007 16:21:42 GMT

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Heh... there's a thought.

"Wallhacks are a cheat! You can't do that in real life!"

"Erm, yes you can..."

Subject: Re: Future Warrior

Posted by [Carrierll](#) on Thu, 04 Jan 2007 18:39:53 GMT

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/me waits for an automated AI robot soldier...

Interesting tech, the exoskeleton idea could prove fun, *images of soldiers simply holding opponents in midair due to enhanced strength*

Subject: Re: Future Warrior

Posted by [puddle_splasher](#) on Thu, 04 Jan 2007 19:35:21 GMT

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Whatever we see printed in the news has probably been tried and tested years before making the news.

Who would have believed that STANKS could be a reality?

The media show us demonstrations of certain coverings on Tanks that have the capability to bend Radar and Light energy around and over the tank. This gives it an almost inverted bowl like invisible covering.

just look at the new Type 42 British made Destroyers, with the sloping edges to deflect radar, or Stealth Bombers.

So many things that we see, in games have probably been tried and tested.

Weapons are limitless.

Bring on the invisible soldier, but knowing them, they would shoot to early like the SBH noobs

Subject: Re: Future Warrior
Posted by [Ryu](#) on Thu, 04 Jan 2007 21:21:28 GMT
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I like the idea of a Robot that's made to handle bomb threats, i.e they have hands to slowly pick up a explosives.

Tho, Robots made for war? :S Wth is this world coming to! ()

Subject: Re: Future Warrior
Posted by [jnz](#) on Thu, 04 Jan 2007 23:23:49 GMT
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imo, this is just even more ways the human race is going to end

Subject: Re: Future Warrior
Posted by [PlastoJoe](#) on Fri, 05 Jan 2007 00:31:03 GMT
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waits for the DoD to cancel funding

Subject: Re: Future Warrior
Posted by [SeargentSarg](#) on Fri, 05 Jan 2007 01:15:39 GMT
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Lol, 0x90 would hack the AI Soilder, make it attack our own!

Subject: Re: Future Warrior

Posted by [puddle_splasher](#) on Fri, 05 Jan 2007 06:55:13 GMT

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SargentSarg wrote on Fri, 05 January 2007 02:15Lol, 0x90 would hack the AI Soilder, make it attack our own!

Looks like CyberPunk has a new job

Subject: Re: Future Warrior

Posted by [fl00d3d](#) on Fri, 05 Jan 2007 07:02:02 GMT

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I thought two things when I read that article:

(1) Hitting Q to spot enemies (bf2)

(2) Anyone seen 'Terminator'? lol

Subject: Re: Future Warrior

Posted by [Spoony](#) on Fri, 05 Jan 2007 08:05:18 GMT

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If it's anything like 90% of SBH users in Renegade they'll just stand there the entire battle anyway and pose no threat to the enemy whatsoever.

Subject: Re: Future Warrior

Posted by [Ryu](#) on Fri, 05 Jan 2007 10:27:13 GMT

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MaidenTy1 wrote on Fri, 05 January 2007 02:05If it's anything like 90% of SBH users in Renegade they'll just stand there the entire battle anyway and pose no threat to the enemy whatsoever.

Yea, They would most probably be scared to kill an engineer or mechanic that has no weapons aswell!

Subject: Re: Future Warrior

Posted by [puddle_splasher](#) on Fri, 05 Jan 2007 19:14:45 GMT

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MaidenTy1 wrote on Fri, 05 January 2007 02:05If it's anything like 90% of SBH users in

Renegade they'll just stand there the entire battle anyway and pose no threat to the enemy whatsoever.

I must admit that I gave out a good, audible chuckle at this reply.

How true.
