
Subject: silly ppl, cant tell differance between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 08:45:00 GMT

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was playing last night, on the side of NOD in a 20 player game. NOD were getting beat bad, and i took about as much as i could take of my team not attacking at all, so i took a techie and tried to attack the tunnels. exiting the NOD tunnel i saw no less than 6 momoth tanks above the NOD base and dedided to do something about it. snuck round the back without any 1 seeing me. and ran up to the back most tank, planted a remote C4 and hid then detonated, the driver jumped streight out to repair his vehicle, at this point i jumped right in and reversed over him i then took each tank in turn and blew the crap out of all 5 momoths not even 1 of em thought to turn round to check their rear ends LOL i was wetting myself by this point. being in a damaged mommoth i thought id go back to base and repair, headed down to base jumped out and started repairing. at this point 1 of my team m8s thought that this non shooting momoth in the middle of his base, not being shot by the obilisk or turrets was a threat and BLEW THE CRAP OUT OF MY MOMMOTH. why the hell cant ppl tell the differance between green and red!!! :/its not hard unless ur colour (note use of correct spelling of colour) blind, or even just down blind...RaVeNMVP * 9

Subject: silly ppl, cant tell differance between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 08:54:00 GMT

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That is great!! I had a similar experience last night. I made a Stealth BlackHand because there was a pesky sniper I wanted to take out at the Nod Side barracks. When I popped out of the tunnel there were 3 Mammoths at the Nod Ent. I was staying clear of them walking next to the wall when I noticed that one of the mammoths was empty with it's engine driver healing (very stupid tactic that near the enemy base). Hopped in reversed and blew the hell out of the other 2. Then "my" tank health was dropping I turned and unloaded on the GDI APC heading in until finally a MLRS did in their OWN tank. haha when it blew I was Stealthed and snuck away. What a rush. When I got back to heal up I had TONS of money.

Subject: silly ppl, cant tell differance between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 10:12:00 GMT

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Someone was trying to rush the AGT once with a stalth tank by sneaking behind the harvester, and he did. He jumped out and went in, but I was havoc so I killed him with one shoot. Then I saw my teammates shooting at the ST so I quickly jumped in, but still they shot at me for like at least 1 minute! Then finally some engineer realized it and repaired me. If I didn't get in that stealth tank in time, they've probably destoyed it.

Subject: silly ppl, cant tell differance between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:15:00 GMT

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I just hate it when people dsrtoy a vechile when somwone who rush with it dies. There so stupid cant they tell the difference from a nod/GDI or neutral tank?[February 21, 2002: Message edited by: CrazyHavoc]

Subject: silly ppl, cant tell differance between grren and red

Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:27:00 GMT

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It seems everyone says to run and jump to get past base defenses. HOverwer it seems if you just run you have a better chance. When you jump it is much slower than just running. Also the gurad towers have such perfect aim trying to dodge doesn't do much good. I admit there is skill to dodging the obleisk but the GDI tower is a joke(on this level) you must just run and pray. If you jump your just asking for a rocket in your arse. Agree? Disagree? Better tactic you have?Fat J

Subject: silly ppl, cant tell differance between grren and red

Posted by [Anonymous](#) on Thu, 21 Feb 2002 13:32:00 GMT

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I always run and jump to avoid the Obelisk's beam when running to the Nod Powerplant. IF it even fires at me, it either grazes me or misses completely.As for that blasted AGT... ya got me. I've never gotten past that thing on foot

Subject: silly ppl, cant tell differance between grren and red

Posted by [Anonymous](#) on Thu, 21 Feb 2002 14:51:00 GMT

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I got past the AGT running straight from inside the tunnels to the back of the Barracks with a stealth trooper. I had full health and armor and when I made it to the back of the Barracks I had something like 23 HP left. Unfortunately someone coming around the power plant saw me and uncloaked with 23 HP I didn't stand much of a chance. It can be done. I think what is causing most people to fail is that they get in a fight or set off a mine on the way to the back tunnel, and then they try to make the run without full armor or health. That's death.Also, many people have the dumb habit of standing in the doorway of the tunnel for a few seconds, which lets the AGT shoot them. You should run down the tunnel and out the exit towards the Barracks without EVER stopping. If you pause by the doorway and the AGT gets any free shots on you, well you're not going to survive the run at that point.[February 21, 2002: Message edited by: RageMachine]

Subject: silly ppl, cant tell differance between grren and red

Posted by [Anonymous](#) on Thu, 21 Feb 2002 15:14:00 GMT

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It's not NOD, it's Nod.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 16:54:00 GMT
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..and aircraftkiller is two words so what's your point?

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 19:52:00 GMT
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No, aircraftkiller is not two words. "Aircraft killer" is two words. Anyways, the Brotherhood of Nod was never an acronym. If it was, it wouldn't be NOD, it would be BON.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 19:55:00 GMT
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Hey RaVen, don't know if ya remember me, but I played on a really good server with you this past weekend, my screen name was Six. We had some really good teamwork going, was just wondering if you wanted to play together sometime, I'm getting sick of all the lame asses who play just for points, and not as a team. Maybe we could meet on a certain server or something. And yes, people are too stupid to notice the green or red square around vehicles. I always get shot at when I bring a stolen vehicle back to base for repairs.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Thu, 21 Feb 2002 20:23:00 GMT
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Just give it a little time people. I played through the beta in all the phase. In every single phase the newbies would always shot at stolen vehicles for a few days. Me included. After that they learned who to shoot at and who not to. Give it time.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 04:48:00 GMT
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i remember u six we slaughtered them that night and sure we can meet up, erm... u got icq?

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 07:25:00 GMT
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Lol, when I first played the demo, I didn't know u could steal the enemy's vehicles... until I see that the mammoth has a Nod symbol on it... *yoink!*

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 07:35:00 GMT
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Another way is to have a bunch of people (2 or 3 or more) run across one after each other... that way the first person takes all the fire, so the next person doesn't get shot at as much...(of course, the first person to run across usually dies anyway)

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 08:34:00 GMT
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Last night i played a 10vs10 game and both team GDII adn NOD had stupids like thisone Flame tank on the NOD side jus started flaming as soon as he got into his tanksome black hands shot me because i told them to waitch what they shoot at since the stupid shot at me several timesthe problem is i had the invisible black hand so its pretty abvious that i cant be a GDI soldiers still the stupid killed me and then when i shot back at them they cal me a and ass for shooting at them then i whas playing at the GDI side and some stupid whas pretending to gight NOD while he just returned to base and started shooting people when they accesed the PTthen i also saw some stupids 2 of them both Engineers that kept repairing a destroyed building while some tans where requesting to be fixedso to close it of this whas about the worse game i ever played in Renegadebut i cant understand how people can be so stupid and lame why do they even play this gamethey do nothing but ruening the game for other people

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 10:12:00 GMT
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obelisk is a required jump. I've never been able to just sprint to the back of the Hand of NOD safely with out jumping.I've not tried against the GDI AGT. Most GDIs I've fought agains have that thing mined to all hell.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 10:22:00 GMT
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Jump on the open field if you fear snipers (or know there's one) but avoid it if you don't want to attract your enemy because jumping will do.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 15:21:00 GMT
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The problem is that most of the time there is somebody in the tunnel and without max health and armor there is no chance making the run. Tip: use the stone as cover to make it easier.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Fri, 22 Feb 2002 17:40:00 GMT
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Yeah, my ICQ number is 106061073.

Subject: silly ppl, cant tell difference between grren and red
Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:23:00 GMT
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quote:Originally posted by aircraftkiller2001:It's not NOD, it's Nod.It's not Nod, it's "Brotherhood of Nod".
