Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 08:39:00 GMT
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I've just got off the island into a NODship. I rescued the prisoners, collected all 3 security cards, my last to missions are:--> Defend the prisoners (don't need to any more, no NOD units in neightbourhood)--> Locate ship captain and obtain sub. security card(were the hell do I find this man?!?!?!?)The green star is indicating at the same location as th prisoners at the sub.It might be a few levels higher / lower but I've searched the complete area.Is it possible that I already killed this manand collected this card, but my missionstatus is still pending because I've finished it before it even got on my screen?Please help me I'm tired of all those many hours in the ship,Greetz,V1nn13

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 08:51:00 GMT
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The captain is on the bridge. If you climb to the very top of the sub bay there is a red door that you might be able to open now.If not all I can say is exit out of the sub bay in the direction you haven't gone yet.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 09:06:00 GMT
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By the way if I check my EVA it indicates I have collected 3 cards, according to the mission objectivity it should be- The ecurity card- Deck sec. card- Sub sec. cardSo I assume I've got them all, considering that- the captain is not on the bridge anymore- there is no NOD unit on my EVA

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 10:01:00 GMT
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Did you get through the yellow door without yellow key eg. when a black hand run through the door and you entered the yellow door or Did you get red key card first. If you did any of the above you need to restart the mission. The sequence you need to to the mission is 1 Sabatage SAM 2 Sabatage Engine 3 Kill the First mate 4 Disable the trop 5 kill the capatin 6. kill the Apache 7. Rescue prisoners 8. Defend the prisoner.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:13:00 GMT
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1.nOObs that steal your vehicle that you have plans for and waste it by driving around the battlefield like an idiot waiting to be blown up!2.People that think 1 team is better than another as a fact   3.Lamers that pay no attention to chat screen and play like a Free-For-All4.People that get in an APC and jump out in the middle of a tiberium field(yep, some do that)   5.Anybody who is reading this and thinking or saying "yeah, yeah whatever"

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:18:00 GMT
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Yeah yeah, all correct!U win a WW signed t-shirt and a renegade game...No kidding, the man is right! Sjit we forgot the 6th: Peeps who leave if one or another building is blown away.cya all, Chuck

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Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:34:00 GMT
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7. People who tank rush with you but LEAVE when they take damage.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:49:00 GMT
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I hate people ,especially Mammoth drivers, who run over the engies who acompany them.(grrrr I hate servers with "friendly fire" activated)

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:50:00 GMT
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8. People who go after the insignificant targets! (Going after a minigunner when theres an obelisk tearing apart your team mates)

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 13:58:00 GMT
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Tnx m8, I think I've just did these objectivities in the wrong sequency.Thank you very much

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Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 15:31:00 GMT
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9. The people that leave after just one death.10. The people that are obsessed with getting MVP, most points, most kills, at the expense of victory.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 15:53:00 GMT
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winnset z, i guess you hate me, i don't let my team lose though, i just get mvp all the time.P.S. i am bbartmann in game

---

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:05:00 GMT
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quote:Originally posted by Absynthe:7. People who tank rush with you but LEAVE when they take damage.Ok like i hate it when ppl do that!

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:11:00 GMT
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quote:Originally posted by Winsett Z:10. The people that are obsessed with getting MVP, most points, most kills, at the expense of victory.MVP means that for a reason, if someone gets the most points, they are doing the most damage. Keeping enemy engis tied up, destroying buildings, vehicles, ect. The MVP is usually on the winning team, and if not they probably kept the losing team alive a little longer.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:27:00 GMT
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what i hate is when i steal an enemy tank and my entire team shoots at me thinking i'm the enemy. then they say i'm a hacker cuz there's no damage being done to me. i keep saying "same team!" but they all keep shooting me while our base gets destroyed. i hate teammates that have no team skills. they don't attack together. i hated the game i was just in that had me and one other engineer repairing the base while everyone else on the team was attacking. there was a horde of NOD troops destroying our base and nobody would listen to my cries of "we need help repairing the base!" "the base is being destroyed send help!" nobody helped and our base was destroyed. i

hate when the enemy team is sending wave after wave of tanks over and my team has nothing but ground troops trying to hold them off. no vehicles or anything. but most of all, I HATE STUPID TEAMMATES! and there seems to be more fools then people who know what they're doing.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:31:00 GMT
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yeah, yeah whatever (lol)

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:47:00 GMT
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Yeah, when you hear "Building Needs Repair" or "Defend the Base", THEN DO IT!I can't count the times that I've been bombarded by enemies, hit the radio calls, and my teammates never come to help... one time a guy said "In a minute, after I die". meanwhile, the AGT dies.

Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 16:52:00 GMT
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yea i hate when you have a good plan of attack and stealth is your plan then some idiot decides to follow you no matter what you tell him and starts shooting and draws enemy attention to you.. then you lose that 1000 dollar nuke you bought when you die www.zone.com   zone

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Subject: Submarine mission
Posted by Anonymous on Tue, 05 Mar 2002 17:04:00 GMT
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i hate snipers that sit at midfield trying to rasie their kill count. i was in a game earlier today where we had 5 havocs sitting at mid-field capping at the infantry, and just sat there and let the flame tanks roll into our base. one guy even said something everytime he killed someone("15 sniper kills!" "w00t got another one!")

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 06:16:00 GMT
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quote:Originally posted by Dragonlord:winnset z, i guess you hate me, i don't let my team lose

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though, i just get mvp all the time.P.S. i am bbartmann in gameLOL, your pts are horrid, your not getting any MVPs! If you want to see a real score I am AzWhoopin on the ladder/Game

---

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 08:53:00 GMT
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If we all hate the no teamwork thing, why don't we all put our WOL ID in our sig and say advocate for teamwork or something next to it. That way we can add each other to our buddy lists and know where we can find a good server with good people? I'll change my sig right now. It's just my thoughts.

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 09:39:00 GMT
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need help looking for first mate with yellow sec card. Prisoners are rescued but can't find the first mate for card. Any help would be appreciated. THanks in adv.

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 10:56:00 GMT
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Look in the engine room for an elevator that goes up, look in there and kill a couple engies on the floor above you, I think there's a keycard which allows you acess to the rest of the ship, I think. I got stuck there too, just look around some...

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 15:09:00 GMT
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Thats a cool idea!

Subject: Submarine mission
Posted by Anonymous on Wed, 06 Mar 2002 15:13:00 GMT
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quote:Originally posted by Cactar:i hate snipers that sit at midfield trying to rasie their kill count. i was in a game earlier today where we had 5 havocs sitting at mid-field capping at the infantry, and just sat there and let the flame tanks roll into our base. one guy even said something everytime he

killed someone("15 sniper kills!" "w00t got another one!")Oh god I wish I was there. I was NOD playing Sakura on "Walls", there were 4 people in the center sniping spot. 3 snipers and Sydney with the Ion Cannon. Needless to say, next thing I was hearing was *BOING* *BOING* *BOING* *BOING*

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 06:56:00 GMT
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quote:Originally posted by Fartmuffin:3.Lamers that pay no attention to chat screen and play like a Free-For-AllI've been guilty of that. The text is so small I often miss it. That combined with voice comms, I sometimes neglect to check the old, sluggish, and totaly inefficient keyboard comms ---LooseCannon: [TEXT] "Illusive ATTACK THE BASE"Illusive:.........no reply on textLooseCannon: [TEXT] "Illusive you blind MOFO! ATTACK!"Illusive: [Runs for cover so he can type]Illusive:[TEXT] "Sorry didnt see ur msg -

wish people would use Roger Wilco.RedFactor01:[VOICE]**** right.The names have been changed just incase they complain. I know how much you americans love to. [March 07, 2002: Message edited by: illusive]

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 07:05:00 GMT
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I agree complete there is a lot of lameness online that's why I only play in clan battles from now on.The thing I hate the most:Your in a tank flame rush, and all the idiots that are supposed to be rushing with you become wuss and flodd the message server saying "I need repairs I need repairs"Also, in tunnels, no one ever takes care of the hotwire (which is what I always play as) and just let her die even though you repairs other peeps 90\% of the time!

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 07:08:00 GMT
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#whateverPeople who try to repair buildings out side the building (not at mct) that are already destroyed.I hate them.. i run through a derelict building and there is an engineer repairing the floor .. duh !

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 11:14:00 GMT
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**** happens. today i got in a game (C&C_Walls) and there were 10 minutes left, and like $1000 starting funds. I bought a PIC Sydney and racked up 23 kills in one life (with trips back to reload offcourse). There were atleast 3 snipers on the enemy walls, who could easily have got me. Then there were a few tank drivers that shot minigunners instead of me. I felt sorry for the other team, and i felt sorry for my boink sound. its corrupted now   nah, i use Homer Simpson with D'Oh!

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 13:42:00 GMT
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You forgot 12.ppl that change team after 1 building is destroyed and making it a 2 v 11 or something.

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 13:52:00 GMT
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quote:Originally posted by JWP:You forgot 12.ppl that change team after 1 building is destroyed and making it a 2 v 11 or something.Don't play on servers with change team capibilities.. I never even seen a ladder server with it on!

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 16:06:00 GMT
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people who dont use teamwork, for instance, letting somebody ELSE maybe use the gun on the vehicle?! i mean, when you drive, you cant rotate a full 360 degrees! its so stupid! USE THE TEAMWORK METHOD, IT WORKS!

Subject: Submarine mission
Posted by Anonymous on Thu, 07 Mar 2002 20:03:00 GMT
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I agree that more people should let other's be the gunner, as it's fun and good way to develop team work, but a whole lot of people have this wrong idea that as a single driver you can't rotate 360. I've wasted so many tanks because their drivers can't seem to rotate around me while I'm circling them and keeping a bead at the same time. In options, you have to select the "always track to turret" or something like that. I swear your kill ration in tanks will improve sooooooo much. In my opinion, it is foolishness to not lock your view to the turret. If you can't figure how to turn that on, pressing V while driving momentarily locks your view to the turret.

Subject: Submarine mission
Posted by Anonymous on Fri, 08 Mar 2002 10:58:00 GMT
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Yeah I know what you mean. I was online earlier today and had a teammate get in my Mammoth, well I said okay as long as you know how to shoot at the hostile tanks. What he does instead is shoot at the infantry which ****ed me off, so I just drove straight toward the enemy base and he left the tank. The worst teamwork I have seen is when a player leaves his Mammoth Tank right smack inside the enemy base and it becomes a Nod Mammoth Tank. On some of the servers it seems that have been surrounded by morons or players that do not know how to use teamwork. Even had several players use foul language telling me off. Very fustrating...Teamwork works, just wish I can play on a team where everyone knows how to use teamwork.

Subject: Submarine mission
Posted by Anonymous on Fri, 08 Mar 2002 11:24:00 GMT
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I really wish people would read what has changed in the new patches. What I'm getting at is the new feature to disable the passenger in your vehicle from controlling the weapon. RTFM! Press "Q" THE Q KEY PEOPLE! I hate it when you hop in a vehicle to get a ride to the enemy base and the driver sits there for 5 minutes yelling at you to get out they want to control the gun. Just hit Q and you can control the gun! Grrr.Sorry for that rant, had to get that out.

Subject: Submarine mission
Posted by Anonymous on Fri, 08 Mar 2002 16:24:00 GMT
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1. 'Q' key2. Clanthat should solve all your problems

Subject: Submarine mission
Posted by Anonymous on Fri, 08 Mar 2002 20:02:00 GMT
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I've been in alot of games where the teamwork just doesn't work. Alot of player concentrate soley on buying tanks when it's alot easier to have 25\% of the team in tanks, 50\% engis and tank backup, while the other 25\% storm in as infantry and place beacons while the enemy is distracted.Personally it doesn't bother me too much, I normally gain enough points during the game so I don't loose any ladder points. I can just sit back a laugh at the n00bs loosing up to 100 points