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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:21:00 GMT

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Damm1t, I wish Stealth Tanks and Mammoths could be set to cost 3000 credits so frigging TWINKS don't buy them. I also wish anyone buying a beacon in the last 2 minutes of any game should just get automatically killed out of sheer spite on the game's part.<maniacal rant ON>OOOOOO, LOOKIT MY PRETTY STEALTH TANK, SUCH A FUNNY AND SILLY NOISE IT MAKES, TOO, HAHA - OOPS - WELL, I JUST GAVE THE OTHER TEAM 300 POINTS FOR THE TANK AND ANOTHER 200 FOR THE SAKURA I BOUGHT BUT OH WELL, LEMME BUY TEN MORE OVER THE COURSE OF THE ENTIRE 30 MINUTE GAME! WOW, WHY ARE WE LOSING? MAYBE I SHOULD PLANT A BEACON IN THE REMAINING 30 SECONDS IN THE HOPES THE FABRIC OF TIME AND SPACE WILL WARP MAKING IT DETONATE IN TEN SECONDS INSTEAD OF FIFTY? WELL OH SH1T WE LOST, BUT I GET TO BE A DUMBA\*\* NEXT GAME TOO, YAY! WHAT FUN!<maniacal rant OFF>'in n00bs. They're gonna give me an ulcer.

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:24:00 GMT

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Take a Prozac and chill out dude....

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:39:00 GMT

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Whoa nelle!!! kinda get where you are comming from.Here look at this picture I made and tell me what you think to quell you rantings:(don't know if this will work)

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:40:00 GMT

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NOOOOOOOO, it didn't work can someone tell me how to put a picture on this site, PLEASE

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:48:00 GMT

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lench: I wish I could. What I can't stand is that this stuff is so basic. You don't have to have military tactics training to figure it out.I mean, WTF kind of people are playing this game? Mental

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patients and twelve year olds? For the most part RTS players are rather intelligent, and you can TELL a f'ing n00b to a seasoned C&C player just by looking at their style of play. I mean, blame my overzealousness on the fact that I think tactically instead of like a frigging Rambo who thinks his mammoth is somehow going to change the course of the battle. If I had my way, I'd BAN Mammoths and Stealth Tanks on my server just to force people to be smarter with their investments. Hell, I sacrificed a medium tank tonight to get a harvester down to less than one health tick in by getting in its line of fire against the three artillery who were pounding the hell out of the mammoths 1) mercilessly getting the sh1t blown out of them, 2) were blocking the path any fool who has played the map more than once should know is the harvester lane, and 3) didn't realize that tank rounds don't have the same \*\*\*\*ed range as the artillery. Seriously, Renegade should come with a book of basic battlefield tactics...not that anyone would actually read it, since it seems to be SO hard to take the manual out of the jewel case to research things such as beacon disarmament and why driving a buggy into a Ob/AGT-defended base ISN'T a good idea.

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:53:00 GMT

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nerb: it only works if there's a hyperlink to direct it to. You can't post a picture off your hard drive - you need to get a webserver and an FTP client - probably your ISP gives you at LEAST 5MB of storage space. Then and only then will you be able to post picture links. Word of advice, don't get a Geocities - as linking something on here and then having 500 people going to look at it will use up your bandwidth and they'll lock access to it down.

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Subject: Worthless units

Posted by [Anonymous](#) on Tue, 09 Apr 2002 21:07:00 GMT

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quote:Originally posted by destruyax:Damm1t, I wish Stealth Tanks and Mammoths could be set to cost 3000 credits so frigging TWINKS don't buy them. I also wish anyone buying a beacon in the last 2 minutes of any game should just get automatically killed out of sheer spite on the game's part.<maniacal rant ON>OOOOOO, LOOKIT MY PRETTY STEALTH TANK, SUCH A FUNNY AND SILLY NOISE IT MAKES, TOO, HAHA - OOPS - WELL, I JUST GAVE THE OTHER TEAM 300 POINTS FOR THE TANK AND ANOTHER 200 FOR THE SAKURA I BOUGHT BUT OH WELL, LEMME BUY TEN MORE OVER THE COURSE OF THE ENTIRE 30 MINUTE GAME! WOW, WHY ARE WE LOSING? MAYBE I SHOULD PLANT A BEACON IN THE REMAINING 30 SECONDS IN THE HOPES THE FABRIC OF TIME AND SPACE WILL WARP MAKING IT DETONATE IN TEN SECONDS INSTEAD OF FIFTY? WELL OH SH1T WE LOST, BUT I GET TO BE A DUMBA\*\* NEXT GAME TOO, YAY! WHAT FUN!<maniacal rant OFF>f'in n00bs. They're gonna give me an ulcer. I must disagree... Stealth Tank are VERRY POWERFULL, If you only know how to use them... Sure, a n00b going alone in the battlefeild with a stealth tank is an easy target... But try and take me when im in one... Quite harder, you'll see...

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 07:49:00 GMT

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Hmm.. I'd have to disagree. I've purchased tons of mammoths and had them last for most of the game. Some longer than others. Stealth tanks and excellent for sneaking in to place a nuke. Especially during a flame tank rush, which typically distracts the enemy enough to sneak around behind a building and place a nuke then sit on it with the tank until it's ready to blow. What I could really do without would be snipers. Compared to buying a vehicle or participating in APV runs or repairing buildings, I don't think they contribute a whole lot to the team. In one game, the other team had 5 or 6 snipers and it was extremely annoying but they never got much more than simply a lot of kills. As for buggies and the advanced guard tower.. I've managed to rush a buggy in and get close enough to place a nuke on a building. A humvee against the obelisk is tougher, tough, since it hits a lot harder and rarely misses. All of that said, I usually prefer medium tanks when playing GDI. They are fast enough to move out of incoming fire but still powerful enough to take out incoming vehicles before they can C4 your buildings. Still, basic common sense has to be present. Things like firing ahead of moving vehicles and don't sit still while the artillery pounds you.

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:12:00 GMT

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stealth tanks can be usefull at times, but some people try to shoot you from behind, you hold v, press x, they die or they use them the same way they use light tanks mammoths are not useless, but for that money you can buy almost 2 mediums

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:26:00 GMT

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somebody said that k/d isn't important. i say that it can be very useful. consider that your team has reeked havoc (no pun intended) on the enemy base, and there only defense are some Dr. Mobius troops keeping you at bay. being able to kill vital troops while sustaining an attack on there base can obviously win the battle. even if they have enough money for more they can be spawned were they can't make a difference. You can't tell me that taking out big expensive units in battle doesn't have an effect when they can't afford another. Plus it's a point of pride to take out everyboy, and average less than one death per game. does anybody else have 1000+ kills to 150 deaths?

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 09:23:00 GMT

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-----somebody said that k/d isn't important. -----While the tactics you mentioned are valid, I'd still say that the k/d ratio is not important to the team at all. I just don't think snipers contribute much except for a couple of situations. One is when you have the enemy has been beaten down and reduced to only infantry units. The other would be to take out engineers repairing vehicles. But it bothers me to see one of my team's buildings destroyed while there are 3 or 4 snipers on our team out shooting anything that moves rather than back defending or repairing our base. Still it is fun to sneak up behind one and put a clip full of pistol rounds directly into their head or a C4 to the head. There's just something about watching someone run around with a timed C4 stuck on their head that entertains me.

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 09:26:00 GMT

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Hmm.. I must be having too much fun... should be a clip "full" of pistol rounds. Oh, and of course snipers are useful for taking out the annoying infantry here and there. Particularly the anti-tank infantry and other snipers.

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 17:59:00 GMT

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Snipers are annoying. Not that they're bad, annoying your team usually means you're effective. But they are \*\*\*\* annoying. It's especially annoying when u get out of ur tank to repair and u get sniped, or ur repairing a damaged tank. Snipers are great for sniping other snipers, and sniping engies. Of course, they're useless against tanks, don't even try.

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Subject: Worthless units

Posted by [Anonymous](#) on Wed, 10 Apr 2002 23:02:00 GMT

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Actually, snipers are useful against some vehicles. They do good damage against mrls/artillery and can do so while remaining hidden and from a distance rivaling the artillery. Havoc is my favorite counter to artillery rushes on field and a few other maps, though i dont find them too useful in many other cir\*\*\*stances.

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Subject: Worthless units

Posted by [Anonymous](#) on Thu, 11 Apr 2002 08:10:00 GMT

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Black Hand Sniper and Deadeye are great against Artillery, MLRS, Buggies and Humvees.

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