
Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 14 Apr 2002 09:07:00 GMT
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hey everybody. i have started my own server called zukkov's pleasure palace. beginning at 7:30 pm this evening i'm going to put a password on it. i hate to do that, but i'd like to get in some games with some of you guys that post on this forum alot. if you want the pw, email me at the address below, and i'll send it to ya. special invitations to particlenoun and stonerook. anyway, hope to see you on the battlefield! rhendricks@hotmail.com

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 14 Apr 2002 10:10:00 GMT
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I've been playing for a while now and have as of yet been unable to figure out exactly how invisible the black hands and stealth tanks are. Are they always visible, just as shimmery blue stuff? So that they can only be seen from close up? Can you see them better when they move?Thanks

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 14 Apr 2002 10:18:00 GMT
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When your nod, you can plainly see "Stealth" (man or tank) When GDI ,it's "harder" to see either when there is distance . Upon firing your weapon you will uncloak and be visible for a brief time to both sides.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:24:00 GMT
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about what i thought, thanks

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 14 Apr 2002 11:25:00 GMT
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The check is in the mail.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 14 Apr 2002 15:44:00 GMT

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by the way, that's 7:30 central time, 8:30 eastern, 6:30 mountain, and 5:30 pacific. lol...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 14 Apr 2002 16:14:00 GMT

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Yep -- mine too...central time, eh?

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:21:00 GMT

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to all who participated in tonight's first ever tac&strat forum game, i thank you for showing up! wish we had had more participants, but i'm hoping it will grow to become one of the servers where true gamers want to play. unfortunately i only have cable, so 14 is my limit without some serious lag problems. anyway, if you're interested in playing, please holler at me on my email as posted above. hope to see more of you next time!!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:26:00 GMT

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the stealth troop is hard to see, only if he bumps into you going around a corner will you usually see him. But the stealth tank is a whole other story, i never get ran over by a stealth tank because you can see them from quite a distance away, i feel it ruins the whole point of being a stealth tank.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 14 Apr 2002 23:11:00 GMT

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Zukk,sorry I didn't play tonight.Mostly likely it'll be on fri and sat's.Look forward to playing.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:55:00 GMT

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np pn. lol..

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:12:00 GMT
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Great games --- was fun to play with team players --- everyone did what they needed to do -- and was virtually lag free!look foward to playing again... or dying again as the case maybe.... And thank you for all the players that were on -- i enjoyed serving/dying with you!Long Live Nod -- no wait GDI -- no wait....[April 15, 2002: Message edited by: StoneRook]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:22:00 GMT
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I find this really amazing...but...On some masp when GDI is homing in their attack - I can sneak a stealth tank through the barrage of Mammoths, even bumping into the Vehicles, and then get to their base and burn it all to hell

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:36:00 GMT
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Yes that is a good strategy but the Stealth Tanks speed and maneuverability are quite low. A good strategy is to use them to ambush. A mobile artillery will be also a good addition.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 09:40:00 GMT
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Yes that is a good strategy but the Stealth Tanks speed and maneuverability are quite low. A good strategy is to use them to ambush. A mobile artillery will be also a good addition. It is wrong that most of people are using the Stealth tank for only direct approaches such us assaults because of their firepower.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:24:00 GMT
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Uhhhhh....what I MEANT to say was I'm sorry I didn't get a CHANCE to play....looking back at that message sounds like I'm appoligizing for not gracing your sever with my presence:"Dude, you told me THE Particle Noun was gonna show up tonight....""Don't worry many, he'll be here, he'll come, I know it..."That's it, I'm outta here. Your such a liar Zukkov...I knew he'd never show up, not on YOUR server...come one guys"

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:58:00 GMT
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zukkov and StoneRook: Appreciate the game, though I need some payback guys...eh eh Really hope to do it again...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 16:39:00 GMT
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I like using Stealth Tanks as a "car" to get to my sniper spots, because watching snipers are less likely to notice a Stealth Tank then, for instance, a Light Tank or Buggy.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:10:00 GMT
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update: so far 9 players have the pw. most i know from the boards, a couple i don't. one said he was busy for the next couple of weeks, but would play as soon as he could. of course i understand your situation particle dude. hope to see you this weekend!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 17:14:00 GMT
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You know it! And, the first week in May, I'll be takin' a week of work and STAYIN' HOME!!! This will be my first vacation where I don't split somewhere, and I'm really looking forward to clockin' in some serious Renegade time. You can be sure I'll check in first with Zuk's Pleasure Palace. (and, if anyone who has the password, or gets the password in the future, likes late night/early morning games, let me know....I'm always itchin' to play at around 2am mon-thur (EST) after I get home from work!!)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:38:00 GMT
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well tonight's game was at first for laughs. it was just danziger (you don't know him, but he plays alot), stoney and i. we started on fields and everybody bought vehicles so we could take pics of stoney's used tank lot. lol.. then stoney's bro joined in (trixter), and we had a buggy race on volcano. it was fun. i tried to cheat and take a short cut on the course, but was foiled by the harvy coming into base. lol.. then i decided to remove the pw so other players could join and it was a fun

game, though it got a bit "warpy" at times. still though, it was fun destroying the nod base. when it got down to the HON, their last building, it was very tough to destroy, despite have at least 2 mummies and 2 mediums pounding away. i think the game would still be going, but the noddies started coming out of the building, trying to destroy our tanks. it finally fell and we called it a night....please don't be shy about emailing me if you're interested in playing on the server!zukkov

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:49:00 GMT
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[/raises hand] I'm in, with another server available to add width. Email on its way.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 20:03:00 GMT
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I want in too. i dont post much but i can play pretty good.Drew547

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 15 Apr 2002 22:04:00 GMT
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hmmm...stealth units...sometimes the sun reflects the ripples on ur cloaking machine...so...when u get about 8ft in range to the enemy unit...the enemy unit will c u...so be careful...also...if the stealth unit gets shot...even by its own team...it will reveal the ripples...that's why like in c&c_island...i always walk in the tunnels while i shoot my auto pistol...it has infinite ammo and everything...though sometimes u miss u have a 85\% chance of hitting the blackhand...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:01:00 GMT
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quote:Originally posted by Particle Noun:[QB]Uhhhhh....what I MEANT to say was I'm sorry I didn't get a CHANCE to play....looking back at that message sounds like I'm appoligizing for not gracing your sever with my presenceQB]Nahhhh -- we didnt say that at all --what we did say was:"To bad PN isnt here -- no easy ladder points because he isnt on the other team"so on....j/kmissd you though....!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:05:00 GMT

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quote:Originally posted by lenchmob:zukkov and StoneRook:Appreciate the game, though I need some payback guys...eh eh Really hope to do it again... What?? you drove over me a couple of times --- grrrrr...Good Games -- others should come and feast in the game called "teamwork" Renegade style...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:06:00 GMT
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StoneRook Wasn't that fun? You toasted me several times as I recall...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 00:16:00 GMT
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Yep -- was the best fun --good teammates --- makes all the difference in the world....[April 15, 2002: Message edited by: StoneRook]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 04:12:00 GMT
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I sended you a request today.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 04:15:00 GMT
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great! come on fellas, join in on the fun. so far there are 12 of us with the pw. i'd like to have about 20 names or so on the roster to keep the server filled most nights. wish i could have a bigger server, but cable just won't handle more than 14 and i'm probably stretching it a bit at that.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:01:00 GMT
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Zukkov --Great games last night-- got my head handed to me....VBGPN --On Fridays - i can play at 2 am --- i might be a zombie though.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:25:00 GMT
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2 AM is a good hour to play

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 07:56:00 GMT
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I see that you're quite a lose cannon my friend. Even if I play mostly GDI i prefer a more cunning and stealthy approach (cloacked or not). But that's just my humble opinion.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 11:05:00 GMT
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quote: On Fridays - i can play at 2 am --- i might be a zombie though..... Zombies make good pistol practice!!! I'm at my best at this hour, uhhhh, except for Fridays, because I don't work Fridays, so I usually play in the afternoon (the only thing good about 10hr days is that I get 3 day weekends....)Both you and Zukk will probably be getting mre requests now that the forum game is over.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 11:09:00 GMT
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Particle Noun Good point about the part with WOL servers being down and people wanting to join Zukks'server....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 11:17:00 GMT
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I haven't tried it myself, but if your a stealth hand and in the field, you can remain undiscovered. Granted you can't do any damage, but if you wait for the enemy to repair their tank, you can hop in and run them over. I had it happen to me a few times and it made me real mad .I then started firing in random places to uncover the cloaked b@st>@rds...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 11:21:00 GMT

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Yeah --- that is a shame they took it down -- i know they put alot of time and money into it. (I put some into mine- it's running on a dedicated windows 2000 server - and that is all it does in life - host Renegade.)I had no real problems on their server - and i had fun playing on it. I hope they reconsider.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 13:35:00 GMT

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They have reconsidered, and it will be back up eventually. I think they are just trying to find tune the "membership" so to speak.I don't know why, but the treatment those two have recieved (god help me for mentioning it, but especially from ACK) just makes me furious. I have no personaly investment in it, so I don't know why I'm so ****ed...I just hate to see good guys given a hard time by @sshholes.Still, I'll be lookin' up Stonerook and Zukkov as often as I can

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 14:50:00 GMT

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Agree...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 15:39:00 GMT

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i never played on the wol server for 2 reasons. 1) i never felt qualified as a gamer. i thought it was for the top dogs to play on. 2) i was too lazy to go to their website and get the password. lol..anyway, it's a shame they shut it down. hope it returns bigger and better than ever with really good team play and lots of fun for everybody!i just want to add that while i certainly don't expect players on my server to be top dogs, i seriously encourage team play and communication with their team mates.update. there are now 15 players including myself with the pw. i would like to give it to maybe 5 or 10 more and see if that will keep the server filled most of the time. it's still early yet and when there's not enough to do that, i will turn off the pw for general players. i'm also considering bringing the max players down to 12 instead of 14, so please give me feedback either by email or on this thread as to how the server is performing...zukkov

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 15:42:00 GMT

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Zukk, Your tireless dedication to Base D, and your constant willingness to pitch in, listen, learn, and participate are all that you need to qualify on the WOL Forum game. I think you should check it out, as you're just the sort of person that belongs there. Besides, some of the "great" players turned out to be d1cks, so, it's probably better not to have the best players on that server.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 16:46:00 GMT

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you make me blush once again particle dude. i do like base D, but when danzig and i hook up by phone, we usually go out on the offensive. he has no patience for base defense. i don't feel too bad about it though, we usually do pretty well. we can communicate extremely well and concentrate our efforts on a single task. when we're on opposite teams, we tend to do our own thing. i play base D and he still goes out on the offensive, or buys a sniper. he's pretty good at it. anyway, i do like to be a team player! thanks pn...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 17:15:00 GMT

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Sometimes the best Defense is a good offense..... No one can sit at home forever....You've more than paid your Defensive Karma Debt, so you should feel free to "renegade" when you feel the urge.That's a great idea about communicating by phone...it would make it so much easier to coordinate.I wish there were a better chat system for this game. I don't know what it would be, but it could be better somehow....

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:07:00 GMT

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Once again Zukkov -- excellent game tonight!but as soon as you take off the password --all the non-team members come on and run around like chickens with /head removed."Will they never learn???"But -- once word gets around -- the team players will start to come to your server...in greater numbers than 4!Also - dont sell yourself short --- you handled yourself in the games like a pro -- handed me my DOA papers enough times...!csmyu - crush2015 - mdc82 - nice to play with you --- send me email at stonerook1@hotmail.com and we can set up some games on the server i host....

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:15:00 GMT

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Momentum..I like it!A backup/alternative game server is now available, in case of problems or overflow - or if players want to just tool around and experiment etc. The settings are the same as zukkov's, including the password For the moment, don't bother asking me for it. Reason being a) the idea's not my baby b) I'm on the other side of the planet to most N.American players so replies might get delayed The host is a dedicated Win2K machine, running a Duron 900 on cable. Although the game is on USA server (auto), the physical location is Hong Kong, so I don't know just how well it will perform. Player limit is set to 20 right now, but if it will improve playability, that can be reduced.I'm also planning to set up same or similar on GameSpy. Constructive comments always appreciated at my profile email.Have fun.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:42:00 GMT

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StoneRook originally wrote:but as soon as you take off the password --all the non-team members come on and run around like chickens with /head removed.Stone I came back after a while and immediatley noticed this. I'm glad I wasn't imagining that. There was absolutely no sense of direction or purpose. I hope the password comes back on...I need the practice... [April 16, 2002: Message edited by: lenchmob]

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 19:46:00 GMT

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thanks for the gaming zukk...had a good time..look forward to more.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 20:28:00 GMT

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lenchmob, i turned off the pw only because there just weren't enough players to have a fun game(and stoney said to, so blame him! lol). i will continue to do so until the server is kept busy with say at least 4 on 4 or higher. i'm hoping by this weekend, we can have a really fun game going with the server maxed out most of the time.and a special thanks to squiddly for setting up another server with the same specs and pw. it would be great to have them both filled up with gamers that love to play as a team!cya on the battlefield gents!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 16 Apr 2002 20:34:00 GMT

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Better be a d@mn spot with my name on it this weekend! I'm gonna teach you all a thing or to

about dyin'....I'll show you more deaths then you'd ever thought you'd see in your own lifetime....You'll see deaths so gruesome, so sudden, you'll be gasping in terror....and then when I get done dying, maybe I'll be able to kill some of you too.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 20:44:00 GMT
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zukkov Understood it's all in fun.csmysu You toasted my rear numerous times, great game, and payback is comin.... stonerookl owe you man, payback is going to be sweet....[April 16, 2002: Message edited by: lenchmob]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 21:02:00 GMT
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Yeah I emailed Zukkov my names rmxtorch and I have been wanting to play a good game... is it laggy at all?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 21:20:00 GMT
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Just got out of playing (password was dissabled), had lots of fun but the lag was horrid, 3 out of 4 flame rushes we had we foiled by the lag, but still fun non the less. ^^

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 16 Apr 2002 22:00:00 GMT
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Endlessly Maybe it was the remote server (am I saying that right?) dunno but the lag disappeared over time. Good game though, couple of times it was tense...eh eh

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 00:48:00 GMT
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If you damage a stealth unit, you'll also see the shimmering blue. If you know that there is a stealth tank nearby, shooting at the ground with a tank (or artillery) will usually reveal their shimmering blue self.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 04:16:00 GMT
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well if the lag is bad, i'll change the max # of players down to 12. hopefully the new fds server program will allow me to keep it at 14 though. i'll keep my fingers crossed! i don't know about ya'll, but i'm excited about the a/c and mod tools coming out. not that i'm a map designer, but with players like stoney out there doing em, it should be a blast to play on new maps!! by the way stoney, no fair creating maps with secret hiding places that only you know about. i've got my eye on you!! lol...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 04:34:00 GMT
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zukkovCan you compile a list of WOL names and circulate it with the password? That way we all know who to look out for online...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 05:51:00 GMT
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Yep - blame me for the game last night.... anyway - i am designing a map (on paper -*click* no update yet - DoH!) for you Zukkov --- will be a Base Defenders dream.....and i would never make secret spots -- wink wink... (hmmm - maybe i would... LOL)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 05:55:00 GMT
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quote:Originally posted by Particle Noun:Better be a d@mn spot with my name on it this weekend! I'm gonna teach you all a thing or two about dyin'....I'll show you more deaths than you'd ever thought you'd see in your own lifetime....You'll see deaths so gruesome, so sudden, you'll be gasping in terror....and then when I get done dying, maybe I'll be able to kill some of you too.....Yeah Yeah --- bring it on big daddy! (VBG)I die quiet.....as long as i take someone with me.... (love the two bodies falling at the same time...)dang -- i'll be out of country this weekend -- but i see if i can connect from the middle of Mexico..... muhahahaha

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 08:33:00 GMT
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StoneRook New maps and secret hiding places? Well "let's get it on".... Really it will be nice to have the updates, it can only get better right? See ya on the battelfield....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 10:33:00 GMT
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quote:Originally posted by StoneRook:Yep - blame me for the game last night.... anyway - i am designing a map (on paper -*click* no update yet - DoH!) for you Zukkov --- will be a Base Defenders dream.....and i would never make secret spots -- wink wink... (hmmm - maybe i would... LOL)sounds good. maybe make me a transporter so i can beam directly from one building to the next. i could just say, "beam me up stoney!" lol...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:05:00 GMT
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quote:Originally posted by Squiddley:zukkovCan you compile a list of WOL names and circulate it with the password? That way we all know who to look out for online...here's the complete list as i have it so far. some players didn't tell me there wol name, so if you see your name without it, please post here and let us know what it is.zukkovparticlenounstonerookdanziggerlenchmobnuke-umalphapowerhousedestruyaXtrixtersquiddydrew547noobyonekenoobymdc82endlesslyeverettjean-simonforgive me if i misspelled any, and please post your wol name when you get the chance.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:39:00 GMT
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K this really really sucks, Im on the list for having the password but the email with the password won't open, it just kinda stalls out when I try and open it. Im not happy at the moment. Oh yeah, my westwood name is Waltz145.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:40:00 GMT
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quote:Originally posted by zukkov:here's the complete list as i have it so far. some players didn't tell me there wol name, so if you see your name without it, please post here and let us know what it is.zukkovparticlenounstonerookdanziggerlenchmobnuke-umalphapowerhousedestruyaXtrixtersquiddydrew547noobyonekenoobymdc82endlesslyeverettjean-simonforgive me if i misspelled any,

and please post your wol name when you get the chance.Add me to that also.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:48:00 GMT
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quote:Originally posted by Endlessly:K this really really sucks, Im on the list for having the password but the email with the password won't open, it just kinda stalls out when I try and open it. Im not happy at the moment. Oh yeah, my westwood name is Waltz145.hmmm... maybe it's because i use incredimail and for some reason, your system won't open it. why don't you post your email and one of the other players can send you the pw. sorry for the inconvenience.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:52:00 GMT
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addendum to list:skwer1421unit037reminder: if you go on after 8pm or so central time and see the pw is off, it's because not enough showed to have a game. please don't give up on the server guys, i'm sure by this weekend, it will be rockin' and rollin' with those of us that like to play as a team. let the games begin!! lol...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:31:00 GMT
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Okie, heres my email. endlesslyending@yahoo.caThanks for the help. ^^

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 20:01:00 GMT
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I played in it tonight but I got some lag. Not much though. It was a GREAT game!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 17 Apr 2002 20:34:00 GMT
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zukkov Great game tonight, honing my skills for "future endeavors". Need some payback... [April 17, 2002: Message edited by: lenchmob]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 00:59:00 GMT
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LOL! I thought about that. I bet you every map designer is going to be adding in secret little tunnels and what not. I am exceptionally excited to see what people come up with.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 16:14:00 GMT
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just wanted to bump this post to keep it on the front page for awhile. i'd like to get some more players with the pw, so please email me if you're interested. believe me, you don't have to be a renegade ace to play here. also, i put the a/c maps on the server and took off the "regular" walls and city maps. the a/c maps are first in the rotation....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 16:39:00 GMT
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zukkov Outstanding, hope to see you in the games...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 16:47:00 GMT
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i would like to be added to. I believe we played either today or yesterday on some 40 manned server.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 19:53:00 GMT
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Nobodies sent me the password yet. Please people please, I wanna play with you guys. Spent 45minutes today sitting outside the game hoping zukkov would remove the password (yes im that pathetic). So please, send me the password at endlesslyending@yahoo.ca

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 18 Apr 2002 21:11:00 GMT
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add me on there! play lots on weekends so i'll see you all then

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 19 Apr 2002 04:26:00 GMT
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hey gang! looking forward to a lot of you showing up to play this weekend! we've also added a few new members. StevenDcse-hunternightacesone last thing to the whole gang. I GOT A PRESENT FOR YA! lol...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 19 Apr 2002 04:29:00 GMT
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quote:Originally posted by Endlessly: Nobodies sent me the password yet. Please people please, I wanna play with you guys. Spent 45minutes today sitting outside the game hoping zukkov would remove the password (yes im that pathetic). So please, send me the password at endlesslyending@yahoo.ca come on guys, someone send an email with the pw to this poor soul. apparently he can't open incredimail, so it's up to someone with a different email program...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 19 Apr 2002 09:27:00 GMT
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"boink"....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 19 Apr 2002 23:52:00 GMT
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Yay, got the password now, thank you for your help. ^^

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:18:00 GMT
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Eureka ! I found it ! I've even played on it ! But only with few players... It was fun tough. But i 've not seen our well known forum spammers ? Where are you guys ??? ps : on wol my nickname is : n00by1ken because of the limit.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:16:00 GMT

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so far we have 23 players with the pw and yet still haven't had a serious forum game. i've had to remove the pw every night. i was really hoping more would show friday evening, but i think there was 5 so i took out the pw. it was fun, but still a bit warpy. thanks to PN, danziger, nightaces, and lenchmob(the CRUSHER! lol..) for making it a fun bunch of games!! i actually got an MVP in one of em, though i think everyone was just trying to suck up to the host! lol.. anyway, thanks everybody!! i'm going to put the pw back up around noon today, so i'm keeping my fingers crossed that alot of you show up. also i'll be setting it for 12 players in hopes that the lag will be kept to a mininum. let's have fun ya!!!!!!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:26:00 GMT

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Cant make it on yet -- stupid internet connection down here -- they have the game ports blocked -- have to work around...(BTW - in Mexico)Hope to play with you guys soon.... [April 20, 2002: Message edited by: StoneRook]

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:39:00 GMT

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I've only been on a couple times this week due to work issues (the issues being I have to work) My wol screen is csmyu.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:54:00 GMT

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zukkov Boy those were great games, it was weird though on hour-glass my comp just locked up. That never happened before, we were just starting to kick some serious rear as Nod. I tried to get back in but alas the server was full...I'll be back to crunch some opponents though...eh eh...stonerookMan you missed some serious game play. Hope to see you soon. csmyu It was tense last night and alot of good fun...Hope you can join in...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:23:00 GMT

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correction: i will pw the server around 2 central this afternoon. if any of you were looking for it at noon and noticed it was full and unpassworded, i aplogize...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:55:00 GMT
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Yeah -- rub it in -- i am "renegade less" now -- but more time to work on maps....muahahhaha

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 20 Apr 2002 20:47:00 GMT
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well we had the best turnout yet in the forum game and it was very fun! as many as 10 were playing at one time, though not all night. the final game was a tough 3 on 3 with GDI finally winning on points, though our last building was doomed to fall as a beacon was planted and was just fixing to blast the HON as time expired. but still, there was at least a moral victory for us Noddies as we held off attack after attack by the skin of our teeth! really missed PN and stoney though. but there are some really good players on the forum and i'm looking forward to playing with you guys again! thanks to everyone that played!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 20 Apr 2002 22:01:00 GMT
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I think that best game was in islands, we had our barracks and they had their hon and their refinery. I stayed back to guard the base while every one else attacked. We got there....can't remeber which building :/, well one of em, then stealth black hand got into our base and placed a beacon behind the barracks RIGHT after we placed ours, we ended up winning by blowing up their base literally half a second before it blow. I couldn't stop laughing when I seen the gdi victory screen. [April 20, 2002: Message edited by: Endlessly]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 20 Apr 2002 22:07:00 GMT
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Hehe, I remember in the last few seconds of the game, someone placed a nuke beacon in our base (we were playing in Walls). After fumbling around with my pistol for a few seconds and blasting the beacon placer in the head (I think it was a stealth hand, not sure), I quickly started disarming it, but the siren was already going off. The nuke was already visible and going down onto the building, and I had 1 block of nuke health to disarm....when the timer ran out . And to think i'll never find it if I would have made it

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 21 Apr 2002 00:21:00 GMT
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Stone, I can't WAIT to see your maps!Zukk, I'll be there today! Great games last night. Wish I could have played more. And you did deserve the MVP that time. We didn't LET you win. *cough* No really, I swear. *whistle*No, seriously, your a good player, start admitting it. You just try to throw everyone off guard by saying you suck!LOL!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 21 Apr 2002 00:26:00 GMT
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There never seems to be enough in the pw games. The most i've seen is about 4 people in one.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 21 Apr 2002 06:07:00 GMT
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quote:Originally posted by Endlessly:I think that best game was in islands, we had our barracks and they had their hon and their refinery. I stayed back to guard the base while every one else attacked. We got there....can't remeber which building :/, well one of em, then stealth black hand got into our base and placed a beacon behind the barracks RIGHT after we placed ours, we ended up winning by blowing up their base literally half a second before it blow. I couldn't stop laughing when I seen the gdi victory screen. [April 20, 2002: Message edited by: Endlessly]oh yes, i remember that one. i was the stealth that placed that cursed beacon. i didn't even hear that the ion beacon was placed, so i was literally shocked when gdi won the game. i guess that was you i was struggling with for what seemed like hours to me, before i finally killed you. then, just as the nuke was gonna blow, the game ended with gdi victory screen. man, what a heartbreaker! lol...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 21 Apr 2002 06:25:00 GMT
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on a sadder note, i had to kick one of our members from the game. he was knowingly revealing his team's strategies on open chat. i left it up to the other players, and the majority voted him out. obviously, he was not a serious player and was just there to screw around in the game. i'd just like to take this opportunity to mention to current members as well as those that may wish to join us, that while we're all there to have fun, such horseplay will not be tolerated on this server. please understand that whole idea was to create a server for team players, all working for victory. also note that i posted a message of the day requiring that the first 2 minutes of the game is to be used for players to organize a plan, and then try and carry it out. we didn't do that much last night, but i plan to enforce in the future, when the sides are 4 to 4 or higher.just want to thank everybody who

played last night one more time. great games fellas!!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 21 Apr 2002 08:02:00 GMT

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Oh that was all the commotion last night, very interesting....

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:24:00 GMT

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I believe we still won after that guy spilled our secrets though

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:53:00 GMT

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quote:Originally posted by NightAces:I believe we still won after that guy spilled our secrets though sure, rub it in. i was in a medium tank at the time and had to stop what i was doing and play server admin. lol...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:35:00 GMT

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Yep we still won that one, even after wolf snuck into our base and c4'd (ate) our obelisk to death while we waited for him to be booted. Oh well, good times.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 23 Apr 2002 13:22:00 GMT

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"boink"....

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 23 Apr 2002 16:56:00 GMT

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LOL! I love that Zuk has brought out the Ban Stick!It shows a dedication to the server that I really respect.Hope I never look down it's barrell!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Tue, 23 Apr 2002 17:07:00 GMT

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quote:Originally posted by Particle Noun:LOL! I love that Zuk has brought out the Ban Stick!It shows a dedication to the server that I really respect.Hope I never look down it's barrell! i wouldn't worry bout that particle dude. the guy was just there to p*ss people off and deserved to go...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 24 Apr 2002 04:14:00 GMT

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well it was a pretty good night tuesday for the forum server! first, it marked the return of stoney from mexico! secondly, we had as many as 4 on 4 for a bit. not bad for a week night. i want to thank everybody for doing a good job of sucking up to me, though it really isn't necessary to let me get like 3 mvp's in one night. it's ok for you to play your best. no, really! fortunately, i had the right team mates at the right time for most of the games. i'm tellin' ya folks, if you want to be in some good games, you just gotta join us! for those of you with the pw, where the heck are ya? it's always the same group showing up. special thanks to nightaces for being on the server just about every night. you're a trooper dude! and i believe he's the best chopper pilot in the game, bar none! just one suggestion though. when you're in a chopper, and i'm a stealth, please keep a little altitude. on city, you kept going up and down when we were pounding the barracks, and blocking my vision. it's a weird effect. barracks there, barracks gone, barracks there, barracks gone. lol...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 24 Apr 2002 05:27:00 GMT

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As it seems, some guy was kicked out...Can I join for once?!thnx

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 24 Apr 2002 05:55:00 GMT

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Yep -- good games last night...Crush --- you let the base fall LOL --- Zukkov and Nightaces slammed over the top of hourglass -- i even went up there to see if they were up to something --- i guess they were right below the top -- because i didnt see them - till they came over --- then the AGT fell.....and my poor med tank....I'm sorry i couldnt stay connected -- (connection was on/off) --

but i will be there again tonight!and to think i missed all this fun....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:09:00 GMT
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I'll be playing with you guys tonight I guess, but around midnight only if the server is still up!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 24 Apr 2002 07:48:00 GMT
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Good games, I enjoyed the Nod buggy did anyone else - Zukkov? eh eh....Hour-glass is a royal pain if your side is overwhelmed...Stone I'm glad you got a good chuckle out of that - it's all in fun....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:02:00 GMT
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lol, sorry bout that Zuk, the AGT was chipping off my new paint job I got for my Apache that afternoon

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 24 Apr 2002 14:29:00 GMT
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Don't worry Zuk...I have all next week off....I'll make sure you don't get any MVP's.Seriously, I can't wait to play alot next week!!!! ONE WHOLE WEEK OFF WORK!!! W00T!! W00T!!!! W00T!!!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 24 Apr 2002 14:50:00 GMT
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Must be sweet to take a week off -- i intend to take off this weekend -- they can wait for their citrix install!Hope to see you all there for some serious game play....!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 24 Apr 2002 16:14:00 GMT

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I'll be afk this weekend, but starting next monday or tuesday...you all goin' DOWN!!! Cept of course, for those on MY team!Oh wait...I'm not really good enough to make those kind of boasts

Subject: tac&strat forum server

Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:57:00 GMT

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time to bump this post. i now have what should be more than enough players to keep the server busy, but too many of you have yet to show up to play. and those that have are starting to lose interest. it just isn't fun always have 2v2 or 3v3 games all the time. where are you guys!?

Subject: tac&strat forum server

Posted by [Anonymous](#) on Fri, 26 Apr 2002 07:53:00 GMT

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I played a game or 2 with a freind of mine yesturday, but 1 vs 1 was not really amusing. and I had to go. I usually play late night so you wont see me around until 11:00 or so... But I would relly enjoy playing with a couple of people there! Maybe we should post something like the hours we're used to play.... as I said, me, it's 11 p.m.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Fri, 26 Apr 2002 08:52:00 GMT

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Zukkov I totally agree we need fodder cough players cough, to make the game interesting.. eh eh

Subject: tac&strat forum server

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:20:00 GMT

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I posted about your server on WOLF forum... I think I can get a little more players over to your place!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:35:00 GMT

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thanks powerhouse, more blood is definitely needed. to show up that is, not just to write me for the pw, then never play.(i still believe most of you guys that have the pw and don't show are waiting for more players to be on the server. well if you would just hop in when it's just 2 or 3, then there would be more players!) and i apologize for not answering your posts earlier about being a late night player. i personally don't play late on week nights because of having to get up for work the next day, but some of you might. usually after the prime time games peter out i'll either turn off the server or take off the pw for open play and leave it up all night. but i like your idea about players posting times when they are available, so i'll start. i'm usually online between 7 and 10 pm most nights. friday i may play for a bit around 7, then go off at 8(i'm hooked on dark angel.lol..), then back on at 9 till whenever the players start to leave. saturday/sunday, pretty much all day and evening...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:39:00 GMT
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I'm usually on most nights, around 6-10pm EST on weekdays and randomly on weekends, but usually always on at night on weeknights too, unless i'm doing homework or on a date.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 28 Apr 2002 15:56:00 GMT
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I'm not going to be able to play for a few days, got excessive amounts of homework to do this week (particularly for English class...). Sorry, guys

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 28 Apr 2002 17:53:00 GMT
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quote:Originally posted by NightAces:I'm not going to be able to play for a few days, got excessive amounts of homework to do this week (particularly for English class...). Sorry, guysenglish sucks

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 28 Apr 2002 19:24:00 GMT
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I made it into one game about 10 days(?) ago, but since then haven't seen your server listed zukkov I think I'm 15 hours ahead of Central time, so that doesn't help Is there a regular schedule now? Will keep looking though, and look forward to "meeting" you lot Oh, and dishing out some damage.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 29 Apr 2002 22:30:00 GMT
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Bump!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 29 Apr 2002 22:42:00 GMT
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ya i play on most weekdays between 4-6 pacific time i think thats 3 hours behind eastern. but fridays im on almost all night.i have finals coming up in a few weeks so wont be on as much (i hate finals)i hope more people start playing because even if thre are only liek 3 then you join then there are 4 and it grows becuae the pore peopel the more people intrested

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 30 Apr 2002 16:34:00 GMT
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im in ur server, no ones there, someone join plz =PZukkov btw akroe@net....
=HiMeJSMaTHiMeJSMaT= me

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:16:00 GMT
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aaah why did u take the password off newbies are in it now, i join it and i hear ion cannon becon deployed, im nod, i turn engie, and im in the building where the ions gonna hit, as im running i see an engie in front of the mct repairing it when the buildings at full health and the beacon is right behind him in the corner, the **** thing had 2 red bars left when it hit and destroyed the ref =(Plz keep the password on their, and everyone with the pass can arrange to meet sometime.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 01 May 2002 08:01:00 GMT
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been out - making new map...plan to play.....sundayhope to see everyone there..

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 01 May 2002 08:52:00 GMT

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Hey Zukkov and Stonerook, I was playing on the server yesterday for a while until I was booted. I didn't think anything of it, went to another server and was kicked again. I also experienced alot of lag on the other servers. This wasn't right so I called my ISP and we ran a ping test. My ping rate dropped by 14%, that's a problem. I've got maintenance scheduled for my line tommorrow to fix it. See ya on the battlefield guys oh and you to "Nightaces" just kidding....

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 01 May 2002 08:58:00 GMT

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Yep -- 14% -- that will drop you pretty fast -- seems the server drops you if your resend count goes to high.(we dont control that 000()Anyway --- hope you can get your problem fixeD!

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 01 May 2002 09:04:00 GMT

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StoneRook Yep -- 14% -- that will drop you pretty fast -- seems the server drops you if your resend count goes to high.Totally agree, what really ticked me off was I had a few credits and a few (surprise) kills...Maintenance can't get here soon enough man...

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 01 May 2002 13:07:00 GMT

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Alright Guys...I'm back and ready for bizzness.I'll probably show up tonight under the name Delicon as I'll be over at my pals place playing (oooooh, nice illituration).Hope you guys are ready to die! JK.I do hope to see Zuk and Stoney tonight.7, right? I'll be playing a lot thurs and Fri also, so lets pack it in. When I'm not on Zukk, I suppose I'll be on one of the Wolf servers....still got the 2 min strat thang goin?Oh...I usually (read: not this week) play from around 2:30 am EST to 5:00 am EST. I know, weird weird....I work from 4pm to 2am, so go figure.

Subject: tac&strat forum server

Posted by [Anonymous](#) on Wed, 01 May 2002 13:12:00 GMT

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Woohoo, i'll be back tomarrow! Most of my homework was finished yesterday, but I intend on playing Grand Turisimo 3 most of today until I have to return it tomarrow morning

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 02 May 2002 06:15:00 GMT
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Well this is strange to say the least. I've been having problems with my ISP connection for 2 days now. As I said earlier my line was experiencing a 14\% packet loss rate - perfect to get bumped from the servers, and just a pain in the rear for everything else. Maintenance is coming this morning to fix the problem. Now my ISP seems to working perfectly. What's up with that? I'm still going to have the guy trouble shoot my set-up just to be sure....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 02 May 2002 06:33:00 GMT
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Where was you last night zuk?Hopefully I'll see you on air this evening!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 02 May 2002 14:27:00 GMT
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me make map - me tired - me need sleep --sweet map though -- sniper holes - houses on fire - tank/people traps...BD is needed all the time...crash crash -- stupid gpf - dang -- Hope to show up sunday.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 03 May 2002 09:48:00 GMT
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Zukkov Are you going to play anytime soon? C'mon we need some sensibility on the battlefield man.BTW hope to see you this weekend..

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 03 May 2002 20:25:00 GMT
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Hey Zukk, I just emailed you. Anyway, is the server on gspy or wol?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 03 May 2002 20:38:00 GMT
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its on wol, i only played a few games with 2v2, and there was no lag, so its a great server Lets set something up and play this weekend ok?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 04 May 2002 16:00:00 GMT
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zukkov Dude and my ISP is working great now, hope everything works out alright....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 04 May 2002 19:12:00 GMT
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quote:Originally posted by zukkov:alas i have bad news to report. my main puter blew up last night. i won't go into details, but let's just say that the smell of burning plastic in the morning is not the smell of victory. anyway, it'll take a few days i think to get everything up and running again, so in the mean time i won't have the server up very much...Well this is where the "spare" comes in handy I have fired up my spare, and run it on the USA server with the following details:Name : "Tac&Strat forum server (cable HK)"Hostname : "gwailo" (not WOL name!)Loop : ONTime : 45 minsRadar : 2 (see friendly & enemy uniuts)P'word : Same as with zukkov's serverPlayers : 20 maxStarting \$: 150Please let me know how it works out - but bear in mind I'm in Hong Kong, so the geography could be better I can tweak a little to try and improve it...eg reduce the # players.Good luck with the repairs zukkov

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 04 May 2002 22:41:00 GMT
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What a great community. Your computer drops out, and BAM there's some crazy guy in hong kong who's willing to host the sever too. What a great country...oh wait!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 05 May 2002 00:49:00 GMT
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alas i have bad news to report. my main puter blew up last night. i won't go into details, but let's just say that the smell of burning plastic in the morning is not the smell of victory. anyway, it'll take a few days i think to get everything up and running again, so in the mean time i won't have the server up very much...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 05 May 2002 00:57:00 GMT
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Murphay's Law...JUST as I get a little time to play on Zukkov's Pleasure Palace, fate rips her away. Alas.Hope it gets up soon, sorry for the bad luck!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 05 May 2002 10:38:00 GMT
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Zukkov I know I'm impatient how are the repairs coming? It's time to bump this topic back up....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 05 May 2002 10:51:00 GMT
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Brought up a second server called:Zukkovs House of Pleasure 2same password..give it a whirl and let us know what you see when you play...(still working on map -- the wait will be worth it i think... muhahahaha.)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 05 May 2002 19:30:00 GMT
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quote:Originally posted by Particle Noun:What a great community. Your computer drops out, and BAM there's some crazy guy in hong kong who's willing to host the sever too. What a great country...oh wait!Thanks PN - but we have a problem Houston I've noticed that the server seems to drop off the listings after about an hour.I joined the server and just hung around, hoping it would keep it visible - which it did - but obviously that'll unbalance the sides/leech bandwidth etc. if I don't play.Does anyone know how to keep the server listed, or does it drop zero player games after time to allow more servers to be shown? Interested to know how to work around this, as I've kept the server "on" for 48 hours without anyone joining.I won't give up mind you, this is a worthy cause

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 05:31:00 GMT
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Zukkovs House of Pleasure 2 is up and running -- 17:00 - 0700 est ---come one come allsame password you used for the first one...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 08:38:00 GMT
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StoneRook I dropped by and no one was there, what a shame....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 11:00:00 GMT
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ok guys, let's try something different. let's pick a day and an hour to meet on stoney's server and maybe we can finally get the turnout we've been waiting for. i'm all for friday or saturday. if friday, then say 8 pm central, if saturday, then anytime is ok with me. let me know what ya'll think...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 11:14:00 GMT
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Will be there Friday night -- and Saturday night...FOR SURE!(working the other times!)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 11:20:00 GMT
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Friday , 8PM central (9pm my time).I'll be there on Stoney's server!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 11:45:00 GMT
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Prepare for the blood letting..eh eh eh...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 07 May 2002 19:49:00 GMT
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I finally figured it out: 8pm Central on Friday = 10am Saturday here. Not an unreasonable hour to surface. I will try and make it... finally. Ditto but less chance on sunday. It's "daddy time" Hope to see you all there.P.S. Anyone up for a list to be compiled with WOL names, email, ICQ/AIM etc on it? I'm happy to draw one up if people wanting to be included send whatever details to me.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 08 May 2002 10:56:00 GMT
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Hope to see the server near capacity Friday night....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 08 May 2002 11:05:00 GMT
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Gulp --- hope it holds up --- hard to stress it with 4 players....(hides location really fast....)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Wed, 08 May 2002 13:15:00 GMT
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This has nothing to do with the server, but are there any user made maps playing? I'd check the mod forum, but that forum's like....well, messed up.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 09 May 2002 00:16:00 GMT
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StoneRook It's like money in the bank I'll be there....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 10 May 2002 05:27:00 GMT
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I'm working on a custom map now - but i'm taking my time to get it right!The server will be up starting today (1700 est) and be up all weekend -- hope to see everyone there.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 10 May 2002 08:51:00 GMT
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I'm there my man.Hey, are you instituting a "2 min strat jam" before go time? Or just straight out of the barrell carnage?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 10 May 2002 21:56:00 GMT
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Well 00 if we ever get enough players!!!!!!Hope more people will show up tomorrow!!!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 11 May 2002 08:06:00 GMT
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It was fun while I was there. My ISP was giving me problems again. The ISP assumes either; a)I might be getting tapped; b)or the modem is faulty; and/or c) the line needs to be checked. Now it seems to be functioning. It will be nice when it's fixed...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 11 May 2002 08:38:00 GMT
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Will we have another round of action tonight?....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 11 May 2002 14:51:00 GMT
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"boink"....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sun, 12 May 2002 00:56:00 GMT
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YES!come one come all!!!!!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 13 May 2002 05:24:00 GMT
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Well -- i was on sunday - but my line went down --I'm was disappointed in the turn out - only a handfull faithfully show up - but we need more blood....if you have any suggestions or ideas on how to get more players - please let us know![May 13, 2002: Message edited by: StoneRook]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 13 May 2002 09:11:00 GMT
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Stonerook!ll be there just give a date and time...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 13 May 2002 13:11:00 GMT
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There ended up being a power outage on Sunday (because some truck hit an electric pole), so the power was out for about 6 hours. I got bored after a while, so I decided to watch Spider-Man (a must see movie, btw)

Subject: tac&strat forum server
Posted by [Anonymous](#) on Mon, 13 May 2002 22:23:00 GMT
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I had wife duty Sunday, sorry!Yes, naming places and times (especially for weekends) is a great way to help me arrange it so I can show up. Love playin' with you guys (loved kickin' some arse when I showed up Friday)Just let me know and I'll do my ****dest to show up!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 14 May 2002 03:03:00 GMT
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Would the birth of my son be a reasonable excuse for not showing up on Sunday ? Heh, he arrived on Mothers' Day and they're both home now, so my online time is a tad curtailed All for a good cause though...I guess I need a voice activated controller, then I can play one-handed - he won't know/care the difference!Catch you when I can..have fun.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 14 May 2002 08:40:00 GMT
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Give a holler and we will be there.... Squiddley BTW congratulations dad.[May 14, 2002:
Message edited by: lenchmob]

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 14 May 2002 19:59:00 GMT

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OMG Squiddly!!! Congratualations!!!That is such wonderful news.But sadly, no, it's not a good enough excuse for missing Sunday!J/K!!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 16 May 2002 01:55:00 GMT
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Squiddley congrats on the baby -- but no excuse! but the server is on now and will be on friday @ 1700 est - all day saturday - sunday 17-18-19 May come on in anytime - if you see someone there - jump in - if you dont see someone - jump in -- others should join!there are some things in the works for the faithfull that show up - so keep on coming to play!!!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 16 May 2002 09:06:00 GMT
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I'll be there....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 17 May 2002 01:37:00 GMT
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I'll make every effort!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 18 May 2002 08:25:00 GMT
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I checked the server at 8:00pm cst and no one was around...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 23 May 2002 08:00:00 GMT
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Particle Noun I check every so often and if the server is up nobody's on board. I keep looking for it to have players but....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 23 May 2002 12:30:00 GMT
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...people aren't playing this much anymore are they?zukk...lench.....stoney?....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 23 May 2002 21:40:00 GMT
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I know....I'll be quite frank with you. It was very difficult finding anyone in Zuk's (or The Pleasure Palace under any name) at any time at all. Hard to organize. So, I've moved pretty exclusively over to the WOLF servers. They are a blast, have a lot of great players, and it's much easier to find pick up games and play with decent folks who actually know how to play.I encourage you to come and join us. We're expanding into Tribes 2 as we speak, to alleviate the occasional Renegade overload.If you are interested let me know.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 24 May 2002 02:09:00 GMT
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Wolf is the best, and it would be even better if more people who know how to play would come and join us

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 24 May 2002 09:59:00 GMT
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I was there a couple of times and was toasted repeatedly. These people are pros but I might just come back for the payback eh eh

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 24 May 2002 11:34:00 GMT
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Yeah, there are a lot of good players, but not everyone is a pro. And if you communicate with your team, no one cares how good you are. People only get ****ed there, it seems, when people totally ignore each other (hence, moving away from the pubs). And, I found I learned more when playing on those servers, and hence, got better more quickly.Anyway, you shouldn't be intimidated!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 24 May 2002 13:35:00 GMT
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How do you join WOLF server? I still havn't figured that out yet.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 25 May 2002 04:30:00 GMT
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the server went down - been trying to fix it -should be up now.....sorry i didnt give you a report back -

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 28 May 2002 12:14:00 GMT
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Hey guys! remember me?? I'm back! can somebody tell me what has happened here since about 3 weeks from now???? tks!

Subject: tac&strat forum server
Posted by [Anonymous](#) on Tue, 28 May 2002 22:32:00 GMT
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Hey all...Well, I can't tell you what's been happening three weeks from now, cause my psychic powers are waning at the moment...plus I haven't been playin on the pub's much lately.Hey stoney, you ever make a map yet?And, about the WOLF servers, go here <http://renegade.wolfservers.com/>, and register on the sight. Go check around the forums and you'll learn all you need to know.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 30 May 2002 17:25:00 GMT
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WHERE THE HELL IS ZUKKOV?!?!?!?!?!I haven't seen him around here in ages.He must have left the game.

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 30 May 2002 17:41:00 GMT
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Ya i really enjoyed playing on that server!Whyd they shut it down?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Thu, 30 May 2002 17:44:00 GMT
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Well, I know Zukk's computer exploded, then Stonerook took over the server, and it should be back up soon.I'm more concerned with the fact the Zukk, the man himself, has dissapered.....

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 31 May 2002 01:09:00 GMT
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Cue X Files theme tune Abducted by aliens...?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 31 May 2002 14:25:00 GMT
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quote:Originally posted by Particle Noun:Well, I know Zukk's computer exploded, then Stonerook took over the server, and it should be back up soon.I'm more concerned with the fact the Zukk, the man himself, has dissapered.....Did you know know that the Russian general's name was actually Zhukov?

Subject: tac&strat forum server
Posted by [Anonymous](#) on Fri, 31 May 2002 15:18:00 GMT
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Yes that's our Zhukov used the name Zhukov...

Subject: tac&strat forum server
Posted by [Anonymous](#) on Sat, 01 Jun 2002 00:48:00 GMT
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The truth is out there....
