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Subject: Fight For The BrotherHood-Server.net  
Posted by [Good-One-Driver](#) on Mon, 03 Aug 2009 07:25:38 GMT  
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any one intrested?  
fight for us  
\*Cloud Gaming\*  
[www.brotherhood-server.net](http://www.brotherhood-server.net)

Sign Up Sheet Here  
<http://www.brotherhood-server.net/forum/showthread.php?p=399#post399>

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Subject: Re: Fight For The BrotherHood-Server.net  
Posted by [Goztow](#) on Mon, 03 Aug 2009 07:48:29 GMT  
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You are not logged in or you do not have permission to access this page.

This won't help you gather interest.

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Subject: Re: Fight For The BrotherHood-Server.net  
Posted by [nikki6ixx](#) on Wed, 05 Aug 2009 00:18:29 GMT  
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Nothing says 'this community sucks ass' like forcing people to join its forums.

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Subject: Re: Fight For The BrotherHood-Server.net  
Posted by [Ethenal](#) on Wed, 05 Aug 2009 16:36:35 GMT  
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nikki6ixx wrote on Tue, 04 August 2009 19:18Nothing says 'this community sucks ass' like forcing people to join its forums.

QFT

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Subject: Re: Fight For The BrotherHood-Server.net  
Posted by [BlueThen](#) on Wed, 05 Aug 2009 22:40:31 GMT  
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Jesus Christ!

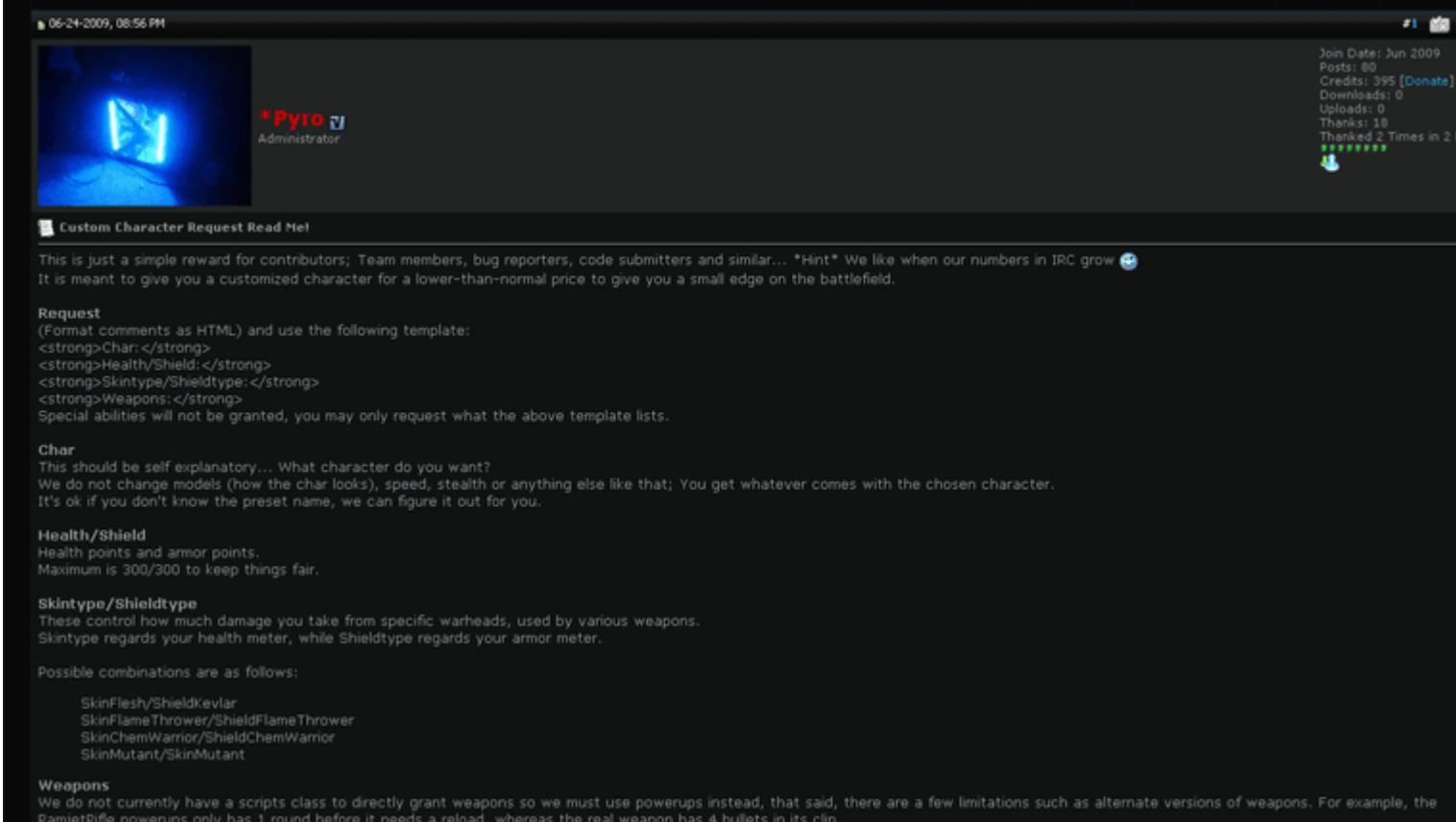
Look at that! I've never seen something so unoriginal. You know what magican's former url was?

www.the-brotherhood.org! Even their irc address is unoriginal! "irc.magicalgaming.net"

LOL look at this:

## File Attachments

1) [bro1.gif](#), downloaded 535 times



06-24-2009, 08:56 PM

Join Date: Jun 2009  
Posts: 80  
Credits: 395 [Donate]  
Downloads: 0  
Uploads: 0  
Thanks: 10  
Thanked 2 Times in 2 Posts

**\*Pyro** Administrator

**Custom Character Request Read Me!**

This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... \*Hint\* We like when our numbers in IRC grow 😊 It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

**Request**  
(Format comments as HTML) and use the following template:  
<strong>Char:</strong>  
<strong>Health/Shield:</strong>  
<strong>SkinType/ShieldType:</strong>  
<strong>Weapons:</strong>  
Special abilities will not be granted, you may only request what the above template lists.

**Char**  
This should be self explanatory... What character do you want?  
We do not change models (how the char looks), speed, stealth or anything else like that; You get whatever comes with the chosen character.  
It's ok if you don't know the preset name, we can figure it out for you.

**Health/Shield**  
Health points and armor points.  
Maximum is 300/300 to keep things fair.

**SkinType/ShieldType**  
These control how much damage you take from specific warheads, used by various weapons.  
SkinType regards your health meter, while ShieldType regards your armor meter.

Possible combinations are as follows:

SkinFlesh/ShieldKevlar  
SkinFlameThrower/ShieldFlameThrower  
SkinChemWarrior/ShieldChemWarrior  
SkinMutant/SkinMutant

**Weapons**  
We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example, the RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

2) [mag1.gif](#), downloaded 538 times



**Mike** May 31st 2009 edited

Comment posted from 74.12.211.53

**Purpose**

This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... "Hint" We like when our numbers in IRC grow ;)  
It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

**Request**

[Start a new discussion](#) [Format comments as HTML] and use the following template:

```
<strong>Char:</strong>  
<strong>Health/Shield:</strong>  
<strong>Skintype/Shieldtype:</strong>  
<strong>Weapons:</strong>
```

Special abilities will be granted on a case-by-case basis.

**Char**

This should be self explanatory... What character do you want?  
It's ok if you don't know the preset name, we can figure it out for you.

**Health/Shield**

Health points and armor points.  
Maximum is 500/500 to keep things fair.

**Skintype/Shieldtype**

These control how much damage you take from specific warheads, used by various weapons.  
Skintype regards your health meter, while Shieldtype regards your armor meter.

Possible combinations are as follows:

```
SkinFlesh/ShieldKevlar  
SkinFlameThrower/ShieldFlameThrower  
SkinChemWarrior/ShieldChemWarrior  
SkinMutant/SkinMutant
```

**Weapons**

We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

Available weapon powerups are as follows:

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**Subject: Re: Fight For The BrotherHood-Server.net**  
Posted by [Xpert](#) on Thu, 06 Aug 2009 01:57:13 GMT

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LMFAO caught.

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**Subject: Re: Fight For The BrotherHood-Server.net**  
Posted by [Boofst0rm](#) on Thu, 06 Aug 2009 08:57:23 GMT

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that community fails so very very hard

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**Subject: Re: Fight For The BrotherHood-Server.net**  
Posted by [ErroR](#) on Thu, 06 Aug 2009 10:49:00 GMT

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OH WAIT, if i join I get sakura with 1000 hp and 1000 armor and mutant skin and a ramjet that shoots like a autorilfe?????

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