Subject: stupid asses Posted by Anonymous on Sun, 28 Apr 2002 11:05:00 GMT View Forum Message <> Reply to Message

Man i hate servers where they are all just moronic rambos...I was playing today and my guys are out in the tiberium field getting themselves killed by noddies when we could have just done an APC rush, or something actually constructive... I ended up attacking myself (and given that im half competent) i managed to take out the obeliskyoud think that would be enough for them but nooo they still get their asses handed to them.I ended up saving our structures from flame tanks over and over and over again while my dumbass teammates played with themselves inappropriately.I ended up disarming about 4 beacons before finally Nod send a ****load of blackhands and they dropped literally about 10 nuclear beacons, obviously the base was destroyed...Man there are some real idiots that dont get the concept of this game.

Subject: stupid asses Posted by Anonymous on Sun, 28 Apr 2002 11:17:00 GMT View Forum Message <> Reply to Message

Yeah. They all wanna be big and go solo, but then they cant do \$h1t. It ****es me off that people dont know that this game requires teamwork, not a 1 man army .

Subject: stupid asses Posted by Anonymous on Sun, 28 Apr 2002 14:54:00 GMT View Forum Message <> Reply to Message

AMENno **** dudes you're rightwhy don't we make a anti rambo clan or something we go boycotting those guys no im kiddingbut ur right about that ****i also hate those little newb sniper guys who think they are gonna kill every moving thing on the fieldcrist.....who got ever 41 kills without being shot once in one battle like me....

Subject: stupid asses Posted by Anonymous on Sun, 28 Apr 2002 15:45:00 GMT View Forum Message <> Reply to Message

One feller on my team kept screwing around the whole game stealing tanks and getting them blown up, so I took some small joy in spotting him in the Nod base by the Refinery. Now the harvester was just coming in, and his Med tank was right in front of the loading bay. He had the harvester at about half health and was preparing to move out of it's way when I rammed my Med tank into his, locking him between the harvester and the refinery. He sat there for about 30 seconds while my team laughed at him then quit If your not with us, I won't let you live long enough to be against us

I hate games where you play the game, get more points than the host - and the **** boots you!I played a game yesterday where the guy booted 3 people and said :" If any of you *uckers want to get above my score, go the *uck ahead and get *ucking booted "Guess what - I did...when there was 10 secs left - not enough time to boot me...Sure enough - I got booted 3 secs into the next game..Git

Subject: stupid asses Posted by Anonymous on Mon, 29 Apr 2002 13:15:00 GMT View Forum Message <> Reply to Message

Thats one of the big things about this game as far as balance. nod/Nod/NOD/BoN doesn't require AS MUCH teamwork on many maps with their stealth units that are designed for standalone roles, or the flame tank which can individually distract an entire base for a minute.GDI however, requires more teamwork, especially on the base defense maps, because the Obelisk can destroy most any one person by itself, without actual people supporting it. GDI requires massive suppressive force most of the time because stealthliness comes by a lot harder.Also, GDI's strength is vehicles, which are bigger and require more coordination, where as their adversary's strength is infantry, which can hold out against multiple units on their own, or in the SBH's case, play with guerilla tactics.

Subject: stupid asses Posted by Anonymous on Mon, 29 Apr 2002 14:26:00 GMT View Forum Message <> Reply to Message

It depends on who's working together best. Nod may have SBH, but prox C4 can ruin thier whole day, when placed well. Once 3-4 Medium tanks take the field, Nod won't be able to break through with flamers or any other vehicle. Nod has the Infantry and GDI the Armor.

Subject: stupid asses Posted by Anonymous on Mon, 29 Apr 2002 15:50:00 GMT View Forum Message <> Reply to Message

yea i was in a game once, and i was gdi on UNDER and they kept on HUMMER RUSHING the obby, while they get blown to smitherians...not even at the same time... they litterally waited for the next person to go...at least the morons are organized....

Subject: stupid asses Posted by Anonymous on Wed, 01 May 2002 18:18:00 GMT quote:Originally posted by cliffkik0:yea i was in a game once, and i was gdi on UNDER and they kept on HUMMER RUSHING the obby, while they get blown to smitherians...not even at the same time... they litterally waited for the next person to go...at least the morons are organized.... lol

Subject: stupid asses Posted by Anonymous on Thu, 02 May 2002 00:43:00 GMT View Forum Message <> Reply to Message

LMAO, now thats just dumb

Page 3 of 3 ---- Generated from Command and Conquer: Renegade Official Forums