
Subject: Whats you favorite?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 21:05:00 GMT

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Just post your favorite way to kill people. If its good enough, you will get a surprise in your e-mail. (no not a virus, I'm an honest person.) Just give me your address

Subject: Whats you favorite?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 21:11:00 GMT

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planting c-4 on their backs when their not looking check my profile for e-mail

Subject: Whats you favorite?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 21:50:00 GMT

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WW needs to add more weapons and armor such as grenades, scoped handguns, armor power ups, pill boxes, water craft like battle ships, subs, hover craft. This game is about the war between GDI and Nod, it's a world wide war, so make it look like one! I want three levels of tank, I want the ability to rebuild a structure after it's been destroyed, I want larger maps, more expansive worlds to explore. Anyone agree we need more?

Subject: Whats you favorite?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 22:10:00 GMT

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The one way to balance a game is to make it chalk full of stuff useless and usefull! I would say kudos! The game would be nice with these things. Too bad the game sucks.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 22:58:00 GMT

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Favorite way of killing?Running them over of course. And the occasional suicide bombings.E-mail is in my sig

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 01:06:00 GMT

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quote:Originally posted by BadBender:WW needs to add more weapons and armor such as grenades, scoped handguns, armor power ups, pill boxes, water craft like battle ships, subs, hover craft. This game is about the war between GDI and Nod, it's a world wide war, so make it look like one! I want three levels of tank, I want the ability to rebuild a structure after it's been destroyed, I want larger maps, more expansive worlds to explore. Anyone agree we need more? If they did that then it wouldn't be Command and Conquer anymore. Renegade is based on the original RTS, not real life. You don't get battleships, subs and working hovercraft in the RTS, they wouldn't work on Renegade. If you want a REALISTIC war game then buy operation flashpoint. Photo realistic landscapes, authentically modeled weaponry and vehicles. It whips the ass of Renegade for amazingness. You have to work as a team or you will lose. And there's nothing better than assaulting the enemy base with 4 M1 Abrahms and watching them run like flies.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 01:43:00 GMT

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You want this, you want that, what about what I WANT huh? Do you thin kthe world revolves around YOU? WHAT ABOUT ME!ITS NOT FAIR

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 07:40:00 GMT

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Having people put C4 and remote mines on me, and having me run at tanks and infantry to blow them up!

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 07:54:00 GMT

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Besides, the ability to repair a destroyed building would be totally unfair. If your team just gave their all to destroy that obelisk, only for the enemy team to repair back to full health again, you really wouldn't want to play, right?

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:02:00 GMT

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I agree with Leadmecca. Some of those are good ideas, but look what happened when they tried to add air vehicles and such, I would have to say that more people liked the game before the patch than afterwards because the lag just made the game even more painful to play if it was playable at all to begin with. I think Westwood, or should I say Lagwood, needs to deal with

bandwidth issues and other bugs that seem to keep popping up like cockroaches in the game before they keep putting new stuff in. The lag was pitiful from the beginning and now it's even worse, we wouldn't be able to enjoy any new stuff anywho.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:03:00 GMT

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LOOK this is the thing if you need more weapons tell them me i love new weapons if they had them i get them but they dont so just live without them OR MAKE THEM!!!!DONT MEAN TO BE RUDE BUT I AM!!!!

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:25:00 GMT

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also the existing weapons need a secondary fire because primary fire gets boring

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:44:00 GMT

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quote:Originally posted by fueatspie:also the existing weapons need a secondary fire because primary fire gets boringBINGO! That's exactly what needs to be fixed. Like the laser rifle or rocket launcher, even the repair gun should have an alt-fire to make the beam more concentrated, but you'd only have a certain amount of alt-fire for stuff like that.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:56:00 GMT

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Proximity: I love being around the base as engineer and suddenly hearing that "Groovy" (I altered the BOINK). gefix2000@yahoo.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:20:00 GMT

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MY Favourite way of killing snipers on Spawn weapons maps.Stealth BH - Wait to get a shotgun.Back 'o' the head.Works 99% of the time.Also - Sniper Stealth - They NEVER see it

coming.Davetrave20@hotmail.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:42:00 GMT

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first, as sniper, shoot them in the crotch, then when they are running and cant **** in their pants because their crotch hurts to much, shoot him in the ass then he'll die thank you

Bifi1234@hotmail.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:56:00 GMT

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Stelling there vehical and then shooting them with it i say that they pay like 500 1500 dollars to die lol EMAIL AT master_slim2000@yahoo.comYOUR RULE

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 12:04:00 GMT

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Ah what the hell, why not. Flying as high as you can at top speed till you find an infantry on the ground, once spotted you continue going at top speed but moving down now till you land right on top of the little guy and bounce of the ground into a new accent. Endlesslyending@yahoo.ca [April 29, 2002: Message edited by: Endlessly]

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 12:15:00 GMT

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A 155mm shell to the head The funniest is C4 on the end of your Tanks gun, then driving up and putting it next to someones head You gotta time it right though. yfc2001@hotmail.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 13:03:00 GMT

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quote:Originally posted by BadBender: WW needs to add more weapons and armor such as grenades, scoped handguns, armor power ups, pill boxes, water craft like battle ships, subs, hover craft. This game is about the war between GDI and Nod, it's a world wide war, so make it

look like one! I want three levels of tank, I want the ability to rebuild a structure after it's been destroyed, I want larger maps, more expansive worlds to explore. Anyone agree we need more? Sounds like you will like Battlefield 1942... over 60 vehicles including land sea and air vehicles and the multiplayer is going to be like that of Renegade... check it out at (be shure to look atthe sweet screenshots!!!

<http://www.ea.com/eagames/games/pccd/battlefield1942/home.jsp?src=11eagnav2gmfdfp42none>

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:39:00 GMT

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quote:Originally posted by bigejoe14:PC Info:700 MHz Celeron256 Mb RAM52x CD-ROM64 Mb GeForce2 MX400 Card56k modem *sigh*20 gig hard drive (crashed)(no OS at the time)Dude, why does anyone give a rat's p*nis what kind of computer you have?

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:27:00 GMT

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oh hell y not, being a sniper and firing a nice clean crisp shot in the head, or getting a friend to proxy u up, (better if ff is OFF) and run into a expensive chatacter while being a regular soldier and u jump onto them, really funvladimer17@hotmail.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:37:00 GMT

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Favorite way to kill? Hmm... Smacking people with my tail on a chopper. Heehee noobs think you can't hurt 'em like that Oh, and my e-mail is benransom@nc.rr.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Mon, 29 Apr 2002 15:50:00 GMT

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Use flamer to flame a deadeye.Put time C4 next to beacon then explode to kill the eng.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:26:00 GMT

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i prefer getting a Raveshaw or a PIC Sydney and shooting infantry... (talk about overkill).... i also like sniping with a rocket soldier..... Soccerboy894@hotmail.com

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:26:00 GMT

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A new buy menu would be nice , like where u could buy a second pistol , more ammo storage , a second timed c4, different modified versions of the weapon for your class , like silenced or scoped , make it more accurate , or faster firing

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:40:00 GMT

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hehe this accually happned i think in thw WOLF server 1...anyway it was under, and i was a sbh i asked a guy to get out of his mammoth, and HE DID I TOLD HIM I ACCIDENTALLY PRESSED F2 INSTEAD OF F3 BUT OH WELL....man then i boinked him, and boinked three other mammoths...so thats my favoret way to boink some1 by stealing there mammoth, theen rolling backwards....muuhhahah devious no?EDIT: forgot my email adress.... cliffkik0@yahoo.com[April 29, 2002: Message edited by: cliffkik0]

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:45:00 GMT

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Yeah that is a sweet looking game. I just wish Renegade looked more like Halo

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:58:00 GMT

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I read the reviews about Renegade and it said it has massive maps and vast areas to fight. Where are they? They all seem to be kind of small. They're good and all but how about bigger maps and different kinds of tanks? Some one earlier said it was based off the original CnC, great! The creators always said they felt held back by the technology of the time so lets expand on Renegade. Don't limit the game to what was on CnC, build on it, show some new weapons and what not, the stuff that lead to Tiberian Sun perhaps, or bring back some of the stuff from RA1 and RA2. Just imagine a Yuri controlling another troop, or Boris gunning down the enemy! It can expand, it can be better, and the lag can be delt with.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 22:27:00 GMT

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if you all want this and this THEN DOWNLOAD THE MOD TOOLS THEY PROVIDED AND MAKE THEM REALITY!!!!!!!!!!!!

Subject: Whats you favorite?

Posted by [Anonymous](#) on Tue, 30 Apr 2002 23:47:00 GMT

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For God sakes...Ok, yes Renegade is built off of the original Tiberium Dawn. AND it already has new guns/characters/vehicles!There shouldn't be a Nod APC...or the stealth trooper...or the shotgun trooper...or the laser chain gun trooper...or the snipers...etcCan you imagine the game without all that stuff?Probably pretty boring eh!So enjoy what you have unless you WANT for it all to be taken away!Peace

Subject: Whats you favorite?

Posted by [Anonymous](#) on Wed, 01 May 2002 12:06:00 GMT

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No, actually the game would be pretty ****ing exciting.No snipers, one use engineers, instant repair, lower costs, more cash, no ***** sci fi weapons that are beyond TS/FS that don't belong in T even... hard ass recon bikes, Con Yard, bigger maps...No, no the game would have been much more enjoyable if it was hardcore C&C and not cartoon make believe **** so as to sell like crap.I'd rather still mod on the Littech engine, that ****er lets me make maps 3 times the size of Renegade maps.No, naw.. I'll play on the Q3 since all their games are much more along the lines of an FPS and not seeing how much you can damage a building or shoot a console with a beam of light.

Subject: Whats you favorite?

Posted by [Anonymous](#) on Wed, 01 May 2002 12:14:00 GMT

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dual pistols would be nice, though it'd have to cost significantly more than say a character. We are talking about infinite ammo here.Secondary fire would be awesome. Any ideas for it? Well, I do:Pistol: pistol whip (like MOHAA)Flame-thrower: napalm launcher, uses 5-10 but is slightly further and does more damage when it hits...flies in arc Chem-sprayer: further globs of Tiberium, like in Unreal Tournamentgrenade launcher: reg grenades and instant explode grenades
