
Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Sun, 15 Sep 2002 22:15:00 GMT

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Lately it seems that more new people are playing this game. I think that's mainly due to it's quick migration to the bargain bin at Wal-Mart, but more people are playing and I am noticing it's not so one sided in battles anymore. It used to be people kind of worked together but now, no way! This makes the game fun for me. I like seeing newbs try to figure out how to switch weapons while I zoom in on their head with my sniper rifle. I like how n00bs (enemy n00bs that is) will place mines in one building while I ion/nuke the other buildings. Each team seems to have the same amount of newbs so when I join, in a few games, I really rack up the points until another experienced player joins on the other side then we duke it out.

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Mon, 16 Sep 2002 09:18:00 GMT

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I hate it when some newbies can't take a little advice. If I see someone doing something wrong then I tell them how to do it better. In field the other day some guy in a stealth tank was trying to shoot from the Nod entrance. He was trying to hit the GDI tanks that were on the other side of the map at the GDI entrance. I private message he/she "you need to learn the range of a stealth tank". The immediate reply was "FU". I said, "hey dude, I'm trying to help you out here. what's up with the attitude". You try helping someone out and you get abuse instead. Yeesh.

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Mon, 16 Sep 2002 09:34:00 GMT

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It's really funny to hear their talk of owning and sending a bullet to their head while they are typing.

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Mon, 16 Sep 2002 12:47:00 GMT

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I rather like having people work together it makes the game more challenging. Then again having n00bs and Newbs playing is pretty funny, many times I have sat there as a machine gunner, pumping round after round into a opposing machine gunners head while he tries to shoot my leg off. Of course that's only when they are on the other team, when they are on your team they

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Mon, 16 Sep 2002 15:33:00 GMT

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quote:Originally posted by thousand_sun:[QB]I hate it when some newbies can't take a little advice. If I see someone doing something wrong then I tell them how to do it better.QB]It's at that point they are no longer newbies. They have become n00bs and deserve to be reported at www.n00bstories.com

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 00:34:00 GMT

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I like newbs. It means many will matriculate into decent players, and CnCR will continue to thrive.Unlike many folks posting in these forums, I have NOT become disenchanted with the game and I hope to be playing it long in the future.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 08:29:00 GMT

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you must be a Nod Black Hand Stealth dude in a game where spawn weapons is ON!Look for a sniper rifle, get it and return to your PT to reload (#5). This way you get the full ammo that a sniper gets with his/her rifle.But you aren't just ANY old character.. but a STEALTH SNIPER! NOBODY can find you until they're already dead!!!! Thats what sniping is all about... stealth and one shot kills... being unseen will increase these chances.If you feel daring, walk up behind somebody and peg them off in the head! and say hello!if your in a sniper game and people have problems with it, saying.. SNIPERS ONLY OR BE KICKED! Just say you're using the sniper rifle! And they'll hate you forever

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 08:49:00 GMT

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You aren't cloaked when you use the scope though. Never the less it's a very good way to snipe and not be found and to irritate others!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 09:06:00 GMT

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I have never actually been lucky enough to pick up a Sniper rifle while i am a SBH, but i have been shot a few times by SBHs with Sniper Rifles! Very annoying cause you only see them right before they shoot!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 16:19:00 GMT
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I picked up a ramjet as an SBH in a mod map once .This works if you don't look for a target through the scope. Scan for one, turn on the scope, fire, turn off the scope.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 16:23:00 GMT
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No no no no.You can use the scope and still be cloaked. Simply turn it on, hide behind something for a fwe seconds (5?) and you will become cloaked again with the scope on.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 17:16:00 GMT
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quote:Originally posted by Javaxcx:No no no no.You can use the scope and still be cloaked. Simply turn it on, hide behind something for a fwe seconds (5?) and you will become cloaked again with the scope on.Hes right. Tested that a long time ago.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 22:10:00 GMT
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With the edit_vehicle command, you can turn vehicles into elevators! On the map Overlord, I floated onto the cannons on the side of the map(where you can't normally go to)!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Tue, 17 Sep 2002 22:31:00 GMT
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salivates over a cloaked flying mammoth

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 05:27:00 GMT
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you know if you set thr rotational torque up high to loke 50 the vehicile spins so fast ti actually starts to fly like a heli then blows up!! tried it earlyer

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 05:29:00 GMT
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hey if ure a sniper u can get 2 sniper rifles and double the ammo tried it once but got shot

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 06:03:00 GMT
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Yes, but you have to return to base to refill to get the SSR at full ammo. Unless of course you were lucky and got an ammo crate

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 07:18:00 GMT
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Or you find one of those "places" where the ammo is never depleted. Not telling.....

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:09:00 GMT
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FFS Kirby, now they're gonna go look. b00bie.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 09:13:00 GMT
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Isn't it simply giving the vehicle "orca physics"?

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Wed, 18 Sep 2002 13:38:00 GMT
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quote:Originally posted by Javafx:FFS Kirby, now they're gonna go look. b00bie.Boobies?
Where?

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 13:51:00 GMT

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Look in a mirror kirb hehe. Check your PM too. I prefer having a spotter and voice comm.

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 14:20:00 GMT

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SOMEONE SAY B00BIES!? WHERE!? ME AND KIRBY WANNA KNOW!

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 16:50:00 GMT

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quote:Originally posted by Javaxcx:Isn't it simply giving the vehicle "orca physics"?I changed the gravity setting to 0.

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 17:34:00 GMT

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Don't change the mass to low numbers, you die (I was trying to get the mammoth in the "armored assault" mission to fly and found this out by accident..)

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 17:41:00 GMT

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12 year olds... [September 18, 2002, 17:41: Message edited by: RedFox2k2]

Subject: Newbs and n00bs, not too bad

Posted by [Anonymous](#) on Wed, 18 Sep 2002 21:12:00 GMT

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quote:Originally posted by RedFox2k2:Don't change the mass to low numbers, you die (I was trying to get the mammoth in the "armored assault" mission to fly and found this out by accident..)I think the mammoth "sinks" underground if you lower the mass too much. In C&C practice mode, I lowered the mass to 0 and all my mammoth tanks disappeared(even when I built new ones).

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Fri, 20 Sep 2002 00:34:00 GMT
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well it was field. we had been base nuked. 60 person server. im roaming in tunnels as normal soldier, find sniper rifle and run from a havoc and pop him in the head. i didnt want t go out front cause of sooooo many snipers. i got about 15 kills before i died.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Fri, 20 Sep 2002 10:25:00 GMT
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quote:Originally posted by Homey54:well it was field. we had been base nuked. 60 person server. im roaming in tunnels as normal soldier, find sniper rifle and run from a havoc and pop him in the head. i didnt want t go out front cause of sooooo many snipers. i got about 15 kills before i died.what!?! Good snipers aren't allowed to die. Shame on you.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Fri, 20 Sep 2002 14:19:00 GMT
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Funny sniper/SBH story: I was on walls as an SBH (the last SBH, our HoN was gone). We had a load of enemy snipers on the plateau (sp?), so I went up to take care of them. When I got to the top, I realised that I was the last SBH and that attacking them would mean certain death for me. I pushed them all off the cliff and they blamed lag:p. When I told them the next game, I got called "****" twice, "n00b" 3 times, and "*****ER!!" twice.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Fri, 20 Sep 2002 20:41:00 GMT
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quote:Originally posted by BeastieJ:*salivates over a cloaked flying mammoth* maybe you used that responce as a joke but the thing really does exist!
<http://testgun.tripod.com/renegadeskins/id11.html>

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sat, 21 Sep 2002 04:09:00 GMT
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i was playing around with the settings for the flame tank and somehow made the treds to grow as big as the WF!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sat, 21 Sep 2002 05:07:00 GMT
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ahhhh letting a mrls float to the enemy base then land its kinda kool

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sat, 21 Sep 2002 15:07:00 GMT
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hahah, I've pushed people from my Own team off the ledges. Its a riot.

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sat, 21 Sep 2002 15:43:00 GMT
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HEHE! Pushing people off ledges and stuff is fun! lol a while back i was playing on City Flying, sniping people from the openings in the walls getting loads of kills until a Havoc decided to join me! I was a better sniper than him but he was still getting kills that i wanted lol! So i pushed him off and he got shot by a passing Artillery and died. He came back later and i tried to push him off again but he kept moving so it was impossible for me to do. So what did i do? Hehe, instead of trying to push him off i kept running infront of him and knocking him around making it absolutely IMPOSSIBLE for him to get a good target on any infantry. Looking back on it i feel guilty because he wasn't doing anything wrong... but it wad fun!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sun, 22 Sep 2002 00:41:00 GMT
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I want to do that! It sounds like loads of fun!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sun, 22 Sep 2002 12:47:00 GMT
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If you plant a beacon, then find an ammo crate, you get a new beacon too

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Mon, 23 Sep 2002 10:02:00 GMT
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About those unlimited ammo spots (I've found them but haven't tried this. I can keep my mouth shut), I read somewhere that if you edit a PIC/rail gun so that it has more than 1 shot per reload, it'll be full auto , does this work there? ANTI TANK DEATH RAY!!!

Subject: Newbs and n00bs, not too bad
Posted by [Anonymous](#) on Sun, 29 Sep 2002 11:41:00 GMT
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to make a vehicle spin and then fly coz it spins so fast add 5 zeros to the max engine torque, add 1 zero to go really fast, experiment with it
