
Subject: did you ever learn anything after making a mistake in Renegade?

Posted by [Starbuzz](#) on Sun, 20 May 2012 23:04:53 GMT

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it could be anything...maybe you made a mistake one map and you really felt like garbage for making the mistake and it hurt. were there times like this when you learned "something" and change your style?

for me I used to have that bad nasty habit of saving up for a expensive vehicle when I could be committing mass murder with tanks instead. So on this one Complex game a few months ago, I was dicking around without a vehicle when our Air was destroyed and for some reason I felt incredibly bad and wished so desperately for a Light Tank. It was the most pathetic moment of helplessness for me EVER in this game and I vowed to myself that I will never again screw up.

so that incident changed my style...since then I have come to rely on tanks so much with my fav vehicles being the Med/Mammoth when applicable/ and Light Tank. And I think without even anyone knowing or even myself being aware I am not being useless in some way.

anyone has similar moments? just a chat thread...

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [ehhh](#) on Sun, 20 May 2012 23:36:35 GMT

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everytime I die basically, I know I could have done something better.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [Gohax](#) on Mon, 21 May 2012 00:09:23 GMT

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Eh, most of the time I die I'm just using a sniper. Usually, it's just me getting ganged by 2/3 people, getting lag-killed while hugging, or dying in a 1v1. So, learning something after dying hardly happens now for me.

There are instances where I think I could have done somethign differently (running into bases and killing buildings, etc.) but that hardly happens.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [Sean](#) on Mon, 21 May 2012 00:30:22 GMT

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Not really.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [YesNoMayb](#) on Mon, 21 May 2012 01:38:20 GMT

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I made the terrible decision of leading a stank rush on complex when we didn't have map control and we lost air. I have learned from that mistake.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [C4Smoke](#) on Mon, 21 May 2012 06:55:50 GMT

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Never depend on obby for killing shit.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [iRANian](#) on Mon, 21 May 2012 07:48:45 GMT

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yeah all the time, not so much a big revelation but if i die with a tank i'm just playing aggressively and fucking around and i think of what i could've done better. i only really get my tank killed if i play really aggressively so i only do that stuff after i got enough money.

it's more of telling me what position i shouldn't be at and what health, if you have a light on under long side between the bunkers and gdi has a pic on hill, you have 300 hp then you're gonna be fucked (so you need to be at the nod bunker instead), stuff like that

getting mvp on a 50 player server just using a light without hitting a building once is pretty easy (if it doesnt run pointsmo) and i instinctively know all these positions on maps, the timings of shot/speed of vehs and dodging so it's quite fun albeit not really challenging

i dont really make any mistakes with infantry though, maybe i do something dumb once a day but that's it, the reason i die is because warp makes it very hard to kill people and other people flicker like fuck really, which actually makes my miss rate go from 1 out of 3 shots to 2-3 out of 4 shots

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [Jamie or NuneGa](#) on Mon, 21 May 2012 10:45:23 GMT

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I learned years ago that you can't rely on anyone in public for shit.

Have a tech on your arty? Play as if you don't cos he will randomly walk away...

Rushing the enemy base? Go solo and win.

Or maybe that was my relationship with my farther...

Subject: Re: did you ever learn anything after making a mistake in Renegade?
Posted by [iRANian](#) on Mon, 21 May 2012 12:01:30 GMT

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yeah those things are obvious, last time i did expect to trust a player one of our buildings got blown up, there was this hotty in our tunnel on walls.mix and this guy also walked into the tunnel, the hotty had less than 100 hp but somehow managed to survive :/

Subject: Re: did you ever learn anything after making a mistake in Renegade?
Posted by [Hitman](#) on Mon, 21 May 2012 13:29:01 GMT

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that's why u fags needed to play clanwars when it was alive, so you could actually have a REAL team for once

Subject: Re: did you ever learn anything after making a mistake in Renegade?
Posted by [Major-Payne](#) on Mon, 21 May 2012 14:10:44 GMT

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i don't make mistakes

Subject: Re: did you ever learn anything after making a mistake in Renegade?
Posted by [ehhh](#) on Mon, 21 May 2012 14:37:12 GMT

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you are a mistake

Subject: Re: did you ever learn anything after making a mistake in Renegade?
Posted by [Hitman](#) on Mon, 21 May 2012 16:00:41 GMT

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yes he is LOL

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [iRANian](#) on Mon, 21 May 2012 16:19:46 GMT

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he has a phd in archaeology and works at a supermarket

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [Major-Payne](#) on Mon, 21 May 2012 20:25:22 GMT

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iRANian wrote on Mon, 21 May 2012 09:19he has a phd in archaeology and works at a supermarket

Yeah, its built on the foundations of an old roman market, im excavating it.

Subject: Re: did you ever learn anything after making a mistake in Renegade?

Posted by [iRANian](#) on Mon, 21 May 2012 20:39:51 GMT

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haha
