Subject: My best Ren Game EVER
Posted by coolmant on Wed, 04 Jun 2003 19:26:41 GMT
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Hey ya'll. I have a little story to tell. Yesterday I was playing on one of the large 32-40 person servers on Westwood Online, and I played a terrific game that I think needs sharing. I was on the Nod team and we started out ahead. From there we owned the field (the map was C&C_Field.mix) with light tanks. We outnumbered them and we just sat at their entrance pounding their vehicles, etc. From there we rushed the AGT, but it didn't work. By this time we were winning by 2000 points or so I don't remember. Then we tunnel nuked the ref constantlly, and finally destroyed all but the AGT. We then destroyed it with a quick rush with 2 MIN LEFT! WEE!

We did actually rush very well as a team and did not just do tunnel beacons. So please stop telling me that I have no skill, etc. To win by 20000 points or so definately takes some still and teamwork.

Subject: My best Ren Game EVER
Posted by vloktboky on Wed, 04 Jun 2003 19:37:23 GMT
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Hell yes, nothing like a great game full of point wh0res and tunnel beaconers...

Subject: My best Ren Game EVER
Posted by Imdgr8one on Wed, 04 Jun 2003 19:38:30 GMT
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That is the cheapest tactic in the game.

Subject: My best Ren Game EVER
Posted by Xtrm2Matt on Wed, 04 Jun 2003 20:13:43 GMT
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Tunnel Beacons.. yeh.. excellent game.. n00b.

Subject: My best Ren Game EVER
Posted by Imdgr8one on Wed, 04 Jun 2003 20:45:03 GMT
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One more thing- why'd you steal my idea

Subject: My best Ren Game EVER

Posted by A-DawG on Wed, 04 Jun 2003 20:47:49 GMT
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i belive tunnel beaconing is fine- you can still disarm them.

Subject: My best Ren Game EVER
Posted by Majiin Vegeta on Wed, 04 Jun 2003 20:59:42 GMT
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A-DawGi belive tunnel beaconing is fine- you can still disarm them.

 :rolleyes: and thats why we call you a n00b

n00b

it is cheap exploiting a bug yes you can disarm them but can you disarm them in time!
10 seconds to get there
kill the 1 maybe 2 or 3 defenders then then you left with like 5 seconds to disam it

errm..hello! we are talking about big games not tese little games where you have 2v2 or
sumthing... you have like 10 poeple in the bloody tunnels...

Subject: My best Ren Game EVER
Posted by Commando no. 448 on Wed, 04 Jun 2003 22:29:17 GMT
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Not to mention the whole "we outnumbered them" part.

Subject: My best Ren Game EVER
Posted by bigwig992 on Wed, 04 Jun 2003 22:38:50 GMT
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Meh, I've had better games.

Subject: My best Ren Game EVER
Posted by General Havoc on Wed, 04 Jun 2003 23:22:04 GMT
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A-DawGi belive tunnel beaconing is fine- you can still disarm them.

You must be some Uber Engineer to disarm them. From my experience of seeing this done, they
place the three beacons silumtaneously, by using the game clock. Next they place around 12

proximity mines around them, then around 6 timed C4's and 4 Remotes thrown in for good luck. Then they get ther sniper bodyguards to do some target practise on stray Nod soldeiers. So it isn't that easy.

One time was jyst funny though, GDI did this trick with 5 ions and around 10 people were in the tunnel. So as Nod we had 5 stealth tanks ready so we just rushed whilst they were messing around in the tunnel and 0wned the whole base, it was just funny to see them pour out the tunnel to see that there base has been totally destroyed.

_General Havoc

Subject: hi
Posted by newacct on Thu, 05 Jun 2003 00:47:36 GMT
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people who call other people noobs must have some serious issus in there life or have no life at all lol so have a nice life you all

---

Subject: My best Ren Game EVER
Posted by Duke of Nukes on Thu, 05 Jun 2003 00:54:19 GMT
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^^ dumbass n00b...

You all point whored and tunnel beaconed. If you were on GDI...you probably would have base to based as well.

Subject: My best Ren Game EVER
Posted by smwScott on Thu, 05 Jun 2003 01:10:06 GMT
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I don't see how he point whored by pounding the GDI vehicles as they leave the base. That's just smart, you can call it camping or whatever but in reality it's not point whoring just a good tactic.

So anyway, let me get the rest of this game ..... you launched a failed rush and then you did a cheap ass lame tunnel beaconing. Sounds like a great game :rolleyes:

Subject: My best Ren Game EVER
Posted by Aurora on Thu, 05 Jun 2003 05:36:48 GMT
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That's your best game?

You need to play on The Pits, ffs...

Subject: My best Ren Game EVER
Posted by Creed3020 on Thu, 05 Jun 2003 19:43:26 GMT
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Wow sounds like you needed alotta skill in that game.... :rolleyes:

Subject: My best Ren Game EVER
Posted by maytridy on Thu, 05 Jun 2003 21:16:57 GMT
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Wow, thanks for sharing. :rolleyes: :rolleyes:

Subject: My best Ren Game EVER
Posted by coolmant on Sat, 07 Jun 2003 21:04:12 GMT
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Dumb ass n00b? I didn't just tunnel beacon! OMG if you have ever seen me online I do a lot more
than just lay pointless beacons... :rolleyes:

Subject: My best Ren Game EVER
Posted by Aircraftkiller on Sat, 07 Jun 2003 23:16:52 GMT
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General HavocA-DawGi belive tunnel beaconing is fine- you can still disarm them.

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isn't that easy.
_General Havoc

So you all complain, bitch, then moan about no teamwork... Yet, an "exploit" that Westwood has
always called a valid tactic (Reference: Devinoch, last year) is lame? They pulled a lot of people
together to beacon the Tiberium Refinery in the tunnels, yet you call it lame? That you can't defeat
the tactic with just yourself?

AREN'T YOU ALL SOME BRIGHT MOTHERFUCKERS, SEEING AS HOW THIS GAME IS
SUPPOSED TO BE ABOUT TEAMWORK - YOU CAN'T SIT THERE AND BITCH BECAUSE

YOUR TEAM DOESN'T WORK TOGETHER, THEN GET ALL PISSY BECAUSE THE OTHER TEAM WHOOPED YOUR ASS WITH A LEGAL TACTIC. REMEMBER NOW, THIS GAME DOES HAVE TEAMWORK, YOU JUST DON'T LIKE IT WHEN YOU LOSE.

I've never seen contradictory statements like this on these forums before... You'd think you stupid fucks would know what you're saying half the time. If you want teamwork, then don't get pissed off if the other team has it and you don't...

Subject: My best Ren Game EVER
Posted by Majiin Vegeta on Sat, 07 Jun 2003 23:31:59 GMT
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so its ok to come on the pitts and get "teamwork" and lay 5 or so beacons in the tunnel(if you played this map in the rotation and allowed this) and not hear you bitch and moan about it?

btw i think we are all talking about the 1 person beaconers...
they lay one beacon damage it then lay another 5 mins later....where is the team work in that... plz tell me..

it 2 or 3 layed it well done n00bs working in a team how great

its a cheap tatic to win

and so what if WS said its ok..WE dont

Subject: My best Ren Game EVER
Posted by Aircraftkiller on Sat, 07 Jun 2003 23:44:42 GMT
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How is it cheap? It takes at least three people to destroy a building, unlike the beta; it took two beacons to destroy a building from the tunnels then.

The Pits is the exception. Msgtpain doesn't want it to happen, so I have to comply and kick people who do it.

You know what's really cheap? People like you bitching about others working as a team. They're n00bs because they scrounged up $3,000, plus the character cost, then battled whoever in the tunnels and laid down beacons together in almost the exact frame of time? That sounds like skill to me, which is a lot more skill than I've observed in a lot of Renegade players.

Westwood says it's okay, therefore it is... Just because you and some others don't like it doesn't mean it isn't a valid tactic.

Subject: My best Ren Game EVER
Posted by Majiin Vegeta on Sat, 07 Jun 2003 23:54:59 GMT
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if team work fair enuff..but the single people who beacon the ref time and time again and gaining 200-400 points each blast which they can do like 5 times in a game..i even defend the tunnels on field yet they still manage to lay there bloody beacon and the time any Tech's come it is to late and yea i could be a tech in the tunel..i will pistol whip every mobuis / havoc that shows its face...Nod have a hard enuff time with the 8 meds or 4 mams /4 meds sitting at the front of the base pounding on the hand all game long ..let alone the n00b beacon layers

---

Subject: My best Ren Game EVER
Posted by coolmant on Sun, 08 Jun 2003 01:10:30 GMT
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I'm going to have to agree with Aircraft Killer on this one. The tactic is valid, besides, it is very risky and takes a lot of money and effort to pull of more than one beacon in the tunnel at once. You should have seen the amount of Nod players on my team working together to protect those beacons. I killed an engineer just before he was about to disarm the beacon that destroyed thier ref. I am showing my appreciation for teamwork that I don't see normally with Renegade, something that everyone wishes for in their games.

Subject: My best Ren Game EVER
Posted by coolmant on Sun, 08 Jun 2003 01:15:10 GMT
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_General Havoc

This is exactly how it was done. Prox. C4 all over then snipers to pick off anyone who survives. It works well on this map, but this map only.

Subject: My best Ren Game EVER
Posted by coolmant on Mon, 09 Jun 2003 04:59:29 GMT
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If that strategy is so n00b then what is better huh? Tank rushes? I think this works and is pretty creative to use.

Subject: My best Ren Game EVER
Posted by Commando no. 448 on Mon, 09 Jun 2003 11:32:32 GMT
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Actually tank rushes are prefered by many people. And I hardly find what has been done 1000s of time before creative.

And the fact that you had more players unexcusable unless it was only 1 more.

Subject: My best Ren Game EVER
Posted by coolmant on Tue, 10 Jun 2003 20:21:52 GMT
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Commando no. 448Actually tank rushes are prefered by many people. And I hardly find what has been done 1000s of time before creative.

And the fact that you had more players unexcusable unless it was only 1 more.

Well this tunnel beacon thing is creative, tank rushes are not. And no I don't use this tactic all the time, only when my team that I am on agrees to it. We had the same number of players on each team, we just had more vehicles at the time.