Subject: Spawn killing.
Posted by npsmith82 on Fri, 13 Feb 2004 06:16:30 GMT
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Please define spawn killing... i've been playing the game for YEARS and someone ingame just questioned against my opinion.

Situation is... a sniping game, can't remember the server, but the player in question is fr0chin.

One rifle infantry guy was inside the refinery, when i opened the doors he's standing in the centre of the building looking in my general direction. So i take aim, then ramjet him in the head. After which, he moans that i spawn killed him. He obviously had time to walk around his buildling.

In my opinion, for spawn killing you have to still be facing the PT, without moving away from where you respawned.

Who agrees with my logic here?

Subject: Spawn killing.
Posted by bigejoe14 on Fri, 13 Feb 2004 06:38:08 GMT
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Spawn killing is when you kill someone practically right when they respawn so they don't even have a second to react.

I agree with your definition of spawn killing.

Subject: Spawn killing.
Posted by Aircraftkiller on Fri, 13 Feb 2004 07:01:10 GMT
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Here's a better question, "who cares?"

Just kill the motherfucker...

Subject: Spawn killing.
Posted by Falconxl on Fri, 13 Feb 2004 07:46:29 GMT
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/me agrees with ACK.

Subject: Spawn killing.

Posted by NHJ BV on Fri, 13 Feb 2004 09:04:26 GMT
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I define spawn killing as killing someone who just spawned before he could move. I don't do it in sniping games, but in regular games if I just managed to slip into an enemy building and are defending a beacon or something then I'm not going to wait until he has the chance to kill me.

Subject: Spawn killing.
Posted by Majiin Vegeta on Fri, 13 Feb 2004 12:13:03 GMT
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spawn killing to me on a sniper server would be before they are able to buy a sniper..

 its a sniper server.. snipers vs snipers

great fun spawning in the barrcks and getting shot in the back god knows how many times.. thats real sniping + skill for ya kill whores :rolleyes:

Subject: Spawn killing.
Posted by longbow on Fri, 13 Feb 2004 13:17:14 GMT
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Spawn killing is kinda un-avoidable when doing rushes though, bullet flying everywhere, you just wanna shoot who ever gets in your way so you can plant that bomb on the PT.

Subject: Spawn killing.
Posted by Majiin Vegeta on Fri, 13 Feb 2004 16:48:02 GMT
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his talking about a Sniper server your not allowed to "bomb the pt" :rolleyes:

you get banned for no reason on some servers?

Subject: Spawn killing.
Posted by kawolsky on Fri, 13 Feb 2004 18:04:25 GMT
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who would plant a bomb on the PT?

Subject: Spawn killing.
Posted by smwScott on Fri, 13 Feb 2004 18:42:32 GMT
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I feel that people should stop bitching about spawn kills or type kills on normal servers. If I'm in an enemy building chances are I'm there to plant C4 or blow it up, I'm not going to jeopardize that for someone else's convenience. If I see an enemy and I'm not trying to sneak around, I'm going to shoot him - get over it.

Another thing that pisses me off is people whining about type kills. Whenever I make a decision to type something out, I accept the risk that I will be vulnerable to attack during this time. People aren't going to not shoot at you because you might be typing, seriously. I was playing Ren Alert the other day and some guy was bitching at me because I ran him over in a Phase tank - he was in the middle of the fucking battlefield. The funny thing was I ran him over again as he was typing out a little rant about how you shouldn't type kill people   .

As for sniper servers, I don't play them so I really don't care.

Subject: Spawn killing.
Posted by longbow on Fri, 13 Feb 2004 19:04:53 GMT
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If it's a sniper game then, why would you need to go into the enemy buildings ffs ??

Subject: Spawn killing.
Posted by NHJ BV on Fri, 13 Feb 2004 19:05:59 GMT
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I agree, people sohuldn't whine so much over typekills. You could even argue that in real life, a soldier standing in the middle of a battlefield using a radio is also a bit more vulnerable to enemy fire

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Subject: Spawn killing.
Posted by gibberish on Fri, 13 Feb 2004 19:33:39 GMT
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longbowIf it's a sniper game then, why would you need to go into the enemy buildings ffs ??

As GDI hidding in the hand can be fun, because you can shoot out through the windows.

As for the other buildings its not so much of an advantage but it can be useful simply to make it difficult for the enemy to know where your shots are comming from.

Personally I don't have a problem with killing or being spawn killed as long as the player isn't

camping specifically for that purpose.

Gib

Subject: Spawn killing.
Posted by K9Trooper on Fri, 13 Feb 2004 20:39:41 GMT
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My server rules are that you can not spawn/PT kill. Meaning if the person is by the PT you leave them alone. I am getting close to making the rule to stay the F*** out the enemies buildings just because of this. Waiting in or near the entrance for a person to change from a regular infantry to a sniper before you kill them is called camping. I don't sell marshmallows on my sniper server and a lot of admins of other sniper servers don't either. To me what you did on a sniper server was in bad taste and against my server rules. Doing that will just make problems and possibly make the other person remain an infantryman and start shooting you creating worse problems.

Subject: Spawn killing.
Posted by longbow on Fri, 13 Feb 2004 20:59:09 GMT
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NHJ BVI agree, people shouldn't whine so much over typekills.

People who complain about that are twats tbh.

It's there own fault for standing in the middle of map. The idea of a game is to play, if they need to type then they should go into a safe place.

It's like saying, "hey you can't kill me, i'm reloading, it's unfair".

Subject: Spawn killing.
Posted by K9Trooper on Fri, 13 Feb 2004 21:08:33 GMT
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longbowNHJ BVI agree, people shouldn't whine so much over typekills.

People who complain about that are twats tbh.

It's there own fault for standing in the middle of map. The idea of a game is to play, if they need to type then they should go into a safe place.

It's like saying, "hey you can't kill me, i'm reloading, it's unfair".

Typekilling is a whole different story. Like you said... If you are dumb enough to stand in the middle of a map to type... You deserve to die.

Sometimes I can tell if the person is typing and will wait. The minute I see the text pop up, I shoot and get a WTF! reaction. lol

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Subject: Spawn killing.
Posted by SuperFlyingEngi on Fri, 13 Feb 2004 23:17:49 GMT
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Spawn killing is just something whiny people say when they get whacked and it makes them sad.

Getting spawn killed is annoying, but it's not going to ruin your gaming experience or melt your CPU or anything.

Subject: Spawn killing.
Posted by NukeIt15 on Fri, 13 Feb 2004 23:36:10 GMT
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Spawnkills are extremely annoying, but unavoidable sometimes...when you're placing the game-winning C4/Beacon, the last thing you want to do is give the bad guy a fair chance to kill you, especially if they pop up right near you. In that case, it's acceptable- except, of course, on a server that does not allow base killing.

However, if you're just doing it for the whole game with the intent of racking up a high score on people who can't fight back (hey, people play the game to PLAY it, not to spend the entire game waiting to respawn again), then you need to find a game dedicated to doing just that- I suggest the old NES game "Duck Hunt."

Typekilling- you type at your own risk, no sympathy there. If you want to type in a safe place, truck your butt on back to your own base, get in as a passenger in a vehicle, something...just don't stand there playing target practice, or someone is going to pop your head like a cheap balloon. Find a safer place to do it- or better yet, don't talk at all, since if you're dumb enough to stand out in the open typing a rant, you're too dumb to speak coherently anyway.

Subject: Spawn killing.
Posted by Creed3020 on Sat, 14 Feb 2004 00:24:10 GMT
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Just kill the guy.... :twisted:

Subject: Spawn killing.
Posted by hareman on Sat, 14 Feb 2004 01:10:03 GMT
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Server rules apply. spawn killing on sniping servers is a nono

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Subject: Spawn killing.
Posted by snipesimo on Sat, 14 Feb 2004 21:15:43 GMT
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If I recall, in certain rare cases, I have spawned what seemed like pretty far away from the PT. He might've just been typing.

Subject: Spawn killing.
Posted by asdfg195 on Sun, 15 Feb 2004 02:18:22 GMT
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I only play in 30+ player AOW servers but it's really annoying having people camp outside the barracks since there is only one way out. I wouldn't mind if they did it with other buildings because you can get out on diffren sides, but I just deal with it and try to bunny hop out of there.

Subject: Spawn killing.
Posted by Majiin Vegeta on Sun, 15 Feb 2004 04:13:49 GMT
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oh god type kills.. i just wanna slap those people who stand right in the open typing you kill them and they start bitching about type kills..

 but i really do hate it when you hiding in a corner facing a wall/ just standing there typing.. dead obvious that you are typing becuase you have not moved and they kill you.. that pisses me off..

you get some cheat assholes in this game they will do anything to get there kill.. spawn killing.. typkilling lag killing.. cheating :rolleyes:

Subject: Spawn killing.
Posted by cheesesoda on Sun, 15 Feb 2004 04:43:39 GMT
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spawn kills are annoying to me...in some cases...it's necessary. If it isn't necessary, then let the guy live until he at least turns around and can try to fight back. as for type kills...they don't really bother me...if i get shot while typing...i'll be like "dammit...type kill" and then I'll get back to the game and play. no need to make a big deal about it...just let the guy know that he got lucky that you weren't paying attention.

Subject: Spawn killing.
Posted by Cpo64 on Sun, 15 Feb 2004 06:18:35 GMT
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What about someone who your are fighting, they run to the PT to refill, and you kill them before they have the chance to finish? is that fair?

When I am snipeing I only get kills from people who are typeing, other snipers who are moveing slowly, or not at all. Enginers who are reparing and not danceing around. My FPS and mouse are not good enough to hit a target who is in motion, altho once and a while I do get lucky.

Subject: Spawn killing.
Posted by exnyte on Sun, 15 Feb 2004 06:39:46 GMT
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Cpo64What about someone who your are fighting, they run to the PT to refill, and you kill them before they have the chance to finish? is that fair?

When you pick off someone who's going to refill in the middle of a fight, that is entirely fair. I know in most sniper servers it's against the rules to refill during battle. In AOW, it's exactly that, AOW. If you get killed while trying to refill, that's your own fault for stopping.

Subject: Spawn killing.
Posted by DragonFg on Tue, 17 Feb 2004 18:21:33 GMT
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I agree, if you get killed while refilling then you deserve to die because:

1.) Refilling in a fight isn't exactly fair to the person you're fighting against
2.) You shouldn't be killed if you know how to refill quickly, i.e. press E then 5

I agree tha spawnkilling is when you are killed right after you re-spawn. Spawn killing is okay with me, even though it is not fair to the person being killed. If I am killed before I can react them it's my own dumb luck. I show no mercy and do not expect to recieve any.

Subject: Spawn killing.
Posted by smwScott on Thu, 19 Feb 2004 00:07:19 GMT
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I think people should stop worrying so damn much about fair. Just kill the mother fucker, as long as you're not cheating who cares if its fair. In Renegade certain advantages are given to people based on location and character class, it isn't supposed to always be fair. The only exception to

this IMO is not shooting at someone who isn't a sniper on sniper servers. But if he so much as fires a shot - kill the mother fucker.

I don't want to see this game turn into JK2, where people get pissed if you don't bow before you slice their head off. I get tired of being bitched at because I don't follow some assholes rules of engagement on an AoW server, if you're pissed about being killed then hunt the guy down and kill him. Don't whine like a bitch.

Subject: Spawn killing.
Posted by Crimson on Thu, 19 Feb 2004 00:48:25 GMT
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I agree with that ^^ above.

The rules on MY sniper server are simple and easy to enforce. Yes, you can refill during battle, but spawn killing is OK. Simply put, being able to refill offsets the risk of spawn killing.

I agree that both tactics can be seen as "cheap", but I prefer my rules to be cut and dry. It's very hard to explicitly define spawn killing to an easy yes or no answer.

Subject: Spawn killing.
Posted by K9Trooper on Thu, 19 Feb 2004 20:56:42 GMT
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Rules are rules. If the server owner doesn't want spawn killers then you either respect that rule or you leave. Simple as that. There is no right or wrong answer on spawn killing. Mine is no spawn killing and crimson's is allowed. Are either of us wrong? No. That's the beauty of this game. You can have several sniper server with different rules. It gives varity to the game. If we had 20 servers with the same exact rules this game would get boring fast.

So like I said... If you don't like the rules leave. Because your complaints about how lame, unfair or n00bish the rules are will fall on deaf ears and in most cases get you kicked.