Subject: Re: This Would Be A Good Thing To Do If.... Posted by Sniper_De7 on Sat, 25 Nov 2006 12:08:44 GMT View Forum Message <> Reply to Message

thrash300 wrote on Fri, 24 November 2006 21:06Armedallo wrote on Fri, 24 November 2006 19:07What was meant by that post was for servers that have larger mining limits. Some have it set to 50+ so obviously you'd have plenty to mine with. So in reality its not team hampering especially if the oponent got lucky enough to get a spy crate, OH WAIT~! you mined it so he's already dead! Good job commander!

THANK YOU!!!!!

It took a while to figure that one ot didn't it? <SARCASM>

Yes, well, servers that change the mine limit are retarded, I was in a server when the map had 100 mine limit and it was like complex or a non-base defence map. Making a server have 100 mine limit is just so utterly ridiculous, even 50, and this person thought I wasn't sarcastic when I said, "the mine limit was a million" You might as well have a mine limit of a million if you have 100, the server was so retarded that it was marathon too, so now witht he fact that people can have like 100 mines everywhere it makes it even more ridiculously harder to kill buildings, and in a marathon server that's not what you want, least I would hope not. Anyways, yeah, anything more than 35 mines is really stupid.

As for this awesome strategy you though of, even if it was one of those precious little gems of a server with more mines, you'd have to be pretty sure it got in the middle, and even then it might be possible to get by, the moment you get the box, your life goes up to a SBHs health, so if you took 1-2 hits from proxies before you got the crate, your spy crate would live, really anything other than that in a crate is pretty worthless. I'd rather just get money from a box, it's infinitely more reliable than having to worry about dying from a crate you never wanted in the first place, but you chance it to get money (or if you have a lot of money, free points..) In fact I really don't know what is wrong with most of these "cool" mods like these. Things like stealth crate which can completely ruin it for one side, just because some guy was getting crates all game. (Just sit back and reflect on that, a team won simply because of a single crate. Don't worry about the team that was working hard to win, it was the guy who decided to get crates all game who really deserves to win.

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