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Subject: Re: Who is the best Renegade player(s) nowadays?

Posted by [Spoony](#) on Wed, 08 Dec 2010 17:41:01 GMT

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ELiT3FLyR wrote on Wed, 08 December 2010 11:31also keep telling urself u won every pointfix argument

yeah, given the enormous number of times you were COMPLETELY TOTALLY W-R-O-N-G, and given the fact you never debunked a word i said.

also, if you try to lie to win an argument and you get caught, you lose. you never figured that out, it never seemed to bother you at all when you were caught lying through your teeth, as you did in every single argument.

Quote:all i saw was u making points that u were unwilling to test out ingame whenever i asked. still trying to lie about that, are you? i suppose i shouldn't expect any better

Quote:i think its funny how u want infinite ammo on all infantry now because pointfix makes infantry too weak but u wont admit that.

is there even a shred of honesty in your brain, simpee? just the tiniest shred?

you must have thought infantry were too weak even before the pointsfix, cos i never saw you using anything besides a sak. tanks are more powerful, especially given their cost, though infantry would be able to seriously contribute to holding the field if they could actually stay there long enough to do any damage and stay alive.

so i think the situation can be improved by letting them have the same ammo amount tanks do; your solution is to MAKE THEM GET POINTS FOR ABSOLUTELY NO FUCKING REASON AT ALL. you're the one with the explaining to do here, and you still haven't done it. you certainly never explained why i should install your BOLLOCK-BRAINEDLY-STUPID point mod in clanwars. getting points by shooting stuff you don't damage? WHAT THE FUCK? how can you advocate that without embarrassment?

Quote:also if u want to help balance tech arts better on pointfix u can remove that ridiculous mod that makes the arty turret spin 3 times as fast as it originally did maybe, plus the TT patch is also (supposed to) mean splash damage is somewhat absorbed by solid objects.

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