Subject: terroristing
Posted by FireRescue343 on Thu, 12 Apr 2007 11:49:10 GMT
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isnt it fun getting someone to cover u with mines so when u run up to an enemy u and the enemy dies, its like simulating an actual terrorist attack.

Subject: Re: terroristing
Posted by rs4015 on Thu, 12 Apr 2007 12:15:16 GMT
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NO, coz in terrorist situations civilians r usually killed not infantry, in renegade the other player will just rape u with just a hand pistol when he sees u running towards him with mines all over ur body

but what i sometimes do (at the begining of the game) is buy an apc (if i am gdi) nd mine it with a few mines nd den just go kill infantry, specially sbh

Subject: Re: terroristing
Posted by Lone0001 on Thu, 12 Apr 2007 13:16:10 GMT
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It's funner to cover them with remotes and put a few on their face so they cant see well

Subject: Re: terroristing
Posted by Goztow on Thu, 12 Apr 2007 13:31:43 GMT
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It also takes up your minelimit and has a big chance of screwing up the base mining.

Subject: Re: terroristing
Posted by Crusader on Thu, 12 Apr 2007 14:33:50 GMT
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I really don't like doing that cuz as Goztow says, it really does screw up the base mining efforts. Even in the huge public games, there is at least one Technician/Hottie who really love their job and do it well.

But the most funniest thing is the immense amont of fun you can have with just 2 remote C4.

Put them in the tunnel like 3 feet apart and hide around the corner. Usually the n00bs are in such a hurry to blow up one of your buildings that they will choose to ignorantly walk between the C4!!

And that's when I love my right-mouse button!!! haha! BOOM! BOINK!

Subject: Re: terroristing
Posted by Quackpunk on Sat, 21 Apr 2007 19:04:00 GMT
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IronBalls wrote on Thu, 12 April 2007 09:33I really don't like doing that cuz as Goztow says, it really does screw up the base mining efforts. Even in the huge public games, there is at least one Technician/Hottie who really love their job and do it well.

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I would just rather use 1 c4 per n00b and pistol him to death, or no c4 at all, i dont see a reason to use both c4 on one stupid engi or techy coming to blow buildings

---

Subject: Re: terroristing
Posted by puddle_splasher on Sun, 22 Apr 2007 10:31:46 GMT
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Quackpunk wrote on Sat, 21 April 2007 14:04 I would just rather use 1 c4 per n00b and pistol him to death, or no c4 at all, i dont see a reason to use both c4 on one stupid engi or techy coming to blow buildings

LOL! 3 months of playing the game and we are all noobs. There are some players out there that will pistol whip your asse after being blown into the red by C4.

I am not one of them, thats why I need 2 C4

Subject: Re: terroristing
Posted by thrash300 on Mon, 23 Apr 2007 19:56:49 GMT
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royal to the brotherhood wrote on Thu, 12 April 2007 07:49isnt it fun getting someone to cover u with mines so when u run up to an enemy u and the enemy dies, its like simulating an actual terrorist attack.

Besides the mine-limit, I think that the person woulden't come close to you. I think that it is the same thing with Remote C4.

Subject: Re: terroristing
Posted by superj69 on Thu, 03 May 2007 03:00:08 GMT
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i would say jump out of an apc and blow up the mines....but idk if they would stay on you if you got into a vehicle.

Subject: Re: terroristing
Posted by Sir Kane on Sun, 06 May 2007 09:58:54 GMT
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Subject: Re: terroristing
Posted by mvrtech on Sun, 06 May 2007 10:59:34 GMT
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lol

Subject: Re: terroristing
Posted by nopol10 on Sun, 06 May 2007 11:39:22 GMT
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Bomb truck FTW!

Subject: Re: terroristing
Posted by Crusader on Sun, 06 May 2007 17:55:45 GMT
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Nice suicide technical!

Subject: Re: terroristing
Posted by Quackpunk on Mon, 07 May 2007 03:36:15 GMT
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puddle_splasher wrote on Sun, 22 April 2007 05:31Quackpunk wrote on Sat, 21 April 2007 14:04
I would just rather use 1 c4 per n00b and pistol him to death, or no c4 at all, i dont see a reason to use both c4 on one stupid engi or techy coming to blow buildings

LOL! 3 months of playing the game and we are all noobs. There are some players out there that will pistol whip your asse after being blown into the red by C4.

I am not one of them, thats why I need 2 C4

im sure you arent... but ill still use 1 c4 none the less and pisti pwn you

---

Subject: Re: terroristing
Posted by icedog90 on Mon, 07 May 2007 08:16:22 GMT
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Oh man I need to dig up my old Renegade screenshot collection.

Subject: Re: terroristing
Posted by PlayMp1 on Sat, 09 Jun 2007 08:39:19 GMT
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"Why don't you drive?" "ALALALAALALALALALALA!!!!!" Or better, for flaming infantry:

"I've lost a bomb, do you have it?" "HAHAHAHAHA!" "You go BOOM!" And my favorite the good ol fashion terrorist: "ADIOS AMIGOS!" "FOR MY PEOPLE!" Screw terrorist, FANATICS!!! "HEAR THE WORDS OF KANE!" "PEACE THROUGH POWER!" "FOR KAAAAAANE!" hehehe, greatest series ever, fuck Blizzard.

Subject: Re: terroristing
Posted by Crusader on Sun, 10 Jun 2007 04:00:54 GMT
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Definitely not new but I discovered this 4 days ago:

Even though this kind of flaming technique is not encouraged and many servers forbid it, I believe that on some maps it is a very useful strategy. And it is a perfectly legal/rational strategy.

This works well only in CnC_Islands: get a Humvee/Hottie and mine the humvee. Put at least 3 mines on each side of the vehicle. And drive around the base on your patrol. Those SBH's don't stand a single chance to successfully do a beacon...if you do your job right, the following happens:

> The SBH gets killed when you drive close to them...or when they come close to your Humvee.

> You can be alerted to the beacon activiation sound and can start driving toward suspected location. This reduces travel time and gives you a better chance of successfuly disarming the beacon.

> SBH's that are lurking nearby cannot steal your Humvee due to the mines on it...they die.

> Park your Humvee close to the beacon site so if the SBH's start shooting, you can jump back in the Humvee and either crush/shoot/blow them up with the mines by driving near them.

There maybe other advantages but this really does work. This works especially well in those public servers where SBH n00bs try doing beacon rushes on their damn own to get points/higher rank. I played many games in various servers (sometimes with a friend in another Humvee) testing this strategy on this map and I am delighted with how effective this stratgey is.

The main disadvatage is this strategy's intereference with the mine limit but on this map, I believe it is a pretty good compromise.

Also, the Humvee's paintjob does a damn good job of hiding the mines visually...so 90% of the time, the poor SBH get's killed when he unknowingly goes near your vehicle...or when you drive near him.

PS: Don't leave base with your Humvee! Cuz they disappear (due to the well-known) glitch and you can get kicked.

AND FOR THE BENEFIT OF EVERYONE, PLEASE READ THE FUCKING RULES BEFORE POSTING IMAGES...I LOVE THE SHOTS BUT READ THE RULES FIRST:

Blazer wrote on Thu, 27 February 2003 19:24

Images are allowed, but please remember that not everyone is running at 1280x1024 resolution

Please try to remember that images larger than the users browser will "stretch" the entire forum tables out, so either resize your images before posting them, or upload them to the n00bstories.com Image uploader so that the users can view them in a seperate window (also this will keep the forum from running slow because of serving many inline images).