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Subject: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 22:36:42 GMT  
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trooprm02 vs aobfrost, the ultimate battlez!!!

Frost won.

And a funny pic i took with a battle with my friend

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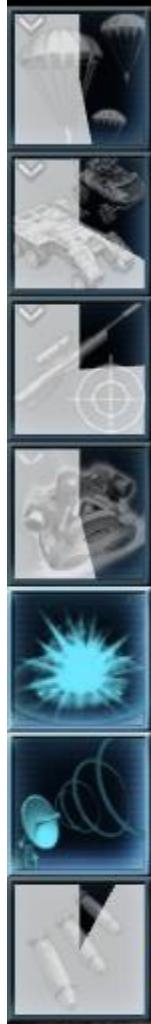
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[File Attachments](#)

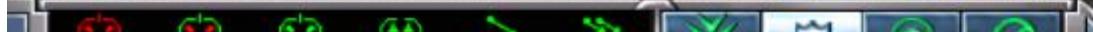
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1) [rofl i win.JPG](#), downloaded 991 times

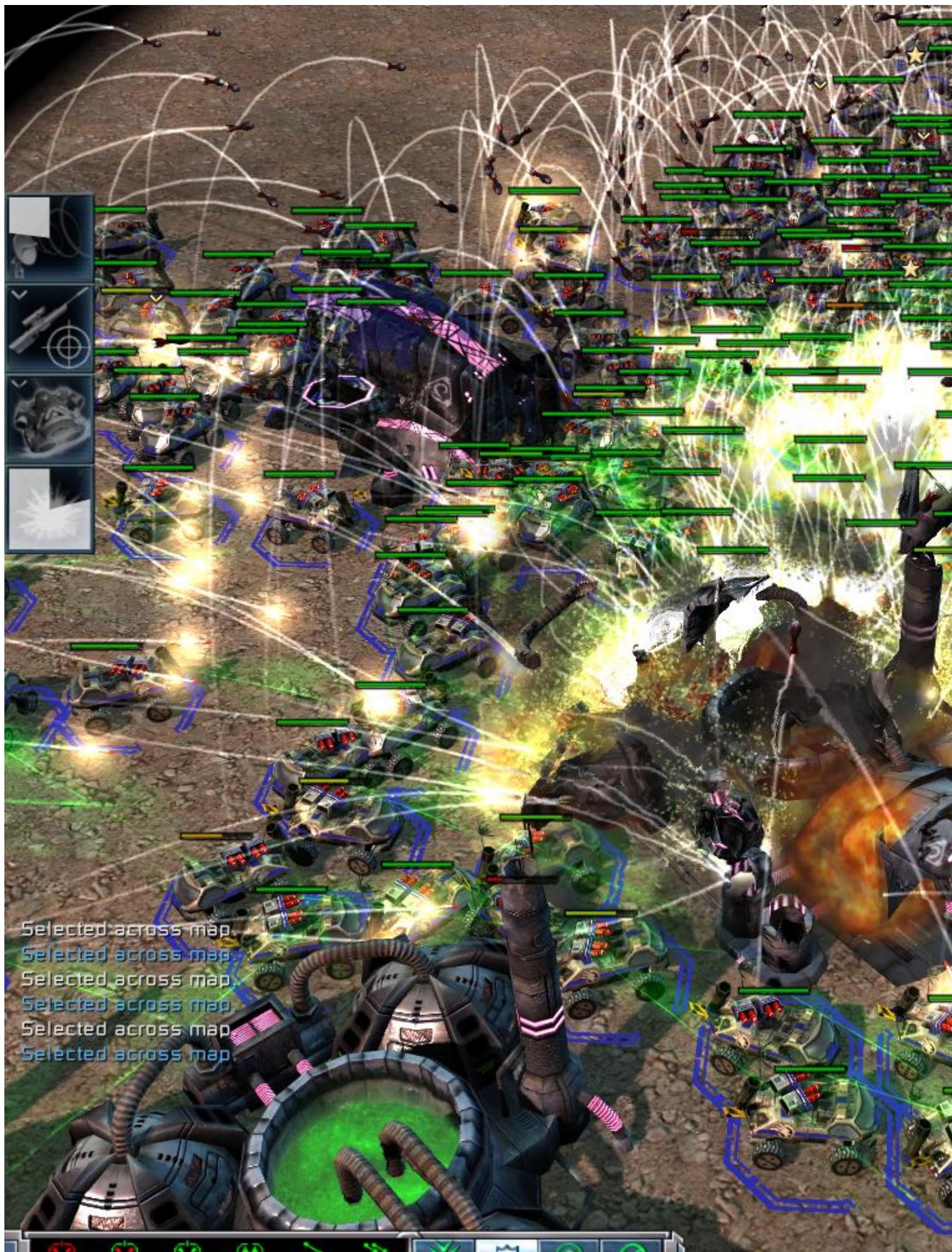
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Broodorm021 <Global> so u give up?  
Broodorm021 <Global> no  
Broodorm021 <Global> id  
trooprm02 has been Defeated



2) [OMG PITBULLS.JPG](#), downloaded 977 times



Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [trooprm02](#) on Thu, 20 Sep 2007 22:42:25 GMT

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trooprm02 wrote on Mon, 17 September 2007 19:00

I'm absolutely terrible @ rts games....I've only played like max.5 missions in C&C95, got C&C3 and started playing online

I'll do like a quick tutorial game or something to atleast learn how to build shit and other basics  
haha

Glad to see people get hyped up about beating me at a game I've launched 7 times in total

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 22:47:09 GMT

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Lol but you always tell me when we argue?

"1 vs 1"

and I won lol

heres my build order

1. make power plant
2. make infantry barr, portal, hon
3. make crane
4. build 2 ref's with the mcv and crane at same time
5. build weapon factory and another ref at same time
6. start massing rifle/rocket buzzers, militia squad/rocket
7. start making the first two vehicles, they are good for air defense and base defense in early rushes
8. make command post or whatever it is called for nod and scrin
9. make tech
10. make 1 more ref and 1 more wf
11. make medium power vehicles and a few stronger ones

if your nod, then early ingame make a air tower and mass a few venoms usually 20+ will own

Scrin mass devastor warships

Gdi.....mass mammals and juggs

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [BlueThen](#) on Thu, 20 Sep 2007 22:52:07 GMT

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Hah.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [DutchNeon](#) on Thu, 20 Sep 2007 23:00:36 GMT

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Why is troop pwned, ownd etc when he just loses 1 match with C&C3.. its not like he focusses on C&C3, but on Ren ( + he has more Experience with ren ), so i dont think hes owned or pwned, he just lost.

+ If your against new players, a fast play win is a mcv rush, building your defenses in his base.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 23:14:01 GMT

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i did that once, rushed 3 mcv's and built several obelisk's right at the borderline.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [IronWarrior](#) on Thu, 20 Sep 2007 23:21:05 GMT

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Yeah, not a big deal really, I've had CNC3 for ages now, but never gone online with it.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [Starbuzz](#) on Fri, 21 Sep 2007 03:25:35 GMT

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Gimmme a break!

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [nikki6ixx](#) on Fri, 21 Sep 2007 04:13:25 GMT

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Chances are, he faired better than I would have.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [\\_SSnipe\\_](#) on Fri, 21 Sep 2007 07:21:27 GMT

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i like the colors

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [Ghostshaw](#) on Fri, 21 Sep 2007 08:18:42 GMT

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This however would prove that if this was played on gamespy troop did actually attempt that serial steal on the C&C 3 forums(your ingame gamespy nick is linked with the forum one).

-Ghost-

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [Goztow](#) on Fri, 21 Sep 2007 09:38:37 GMT

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As said: Trooprm clearly said he is a newb for this game. Moreover, you totally fail Frost because you play on a map with an overflow of money and with 3 mcv's to start with apparantly.

C&C3 is already huge spam but with these kind of maps, it becomes really ridiculous.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [trooprm02](#) on Fri, 21 Sep 2007 12:01:38 GMT

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Ya, he's just like: "lets play this custom map I made, it has infinite tiberium", so I agreed, but obviosuly he used it to his advantage, not that he need 1 to beat me, I only use things I know like PP's, ref's, and hon's BUT, im on 3rd campaign mission so

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [Ryu](#) on Fri, 21 Sep 2007 12:05:30 GMT

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trooprm02 wrote on Fri, 21 September 2007 14:01Ya, he's just like: "lets play this custom map I made, it has infinite tiberium", so I agreed, but obviosuly he used it to his advantage, not that he need 1 to beat me, I only use things I know like PP's, ref's, and hon's BUT, im on 3rd campaign mission so

Build con-yard, Then ref, then Barracks.

Build a infantry unit and reveal the map.

Then build a WF asap and buy another harvester!

Should work.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [trooprm02](#) on Fri, 21 Sep 2007 12:11:37 GMT

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K, will try. Question: Why does nod has a war factory? And why is the GDI one called the War factory? Shouldn't it be weapons factory and airstrip?

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [Goztow](#) on Fri, 21 Sep 2007 12:27:52 GMT

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This ain't tiberium dawn. Units and buildings are different.

Standard build order on normal maps:

crane -> pp and ref -> ref -> warf -> pp -> and so on

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre  
Posted by [AoBfrost](#) on Fri, 21 Sep 2007 13:23:23 GMT

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Goztow I have lost over 80 matches on cnc3 (recently I have been better and won all my matches) i used to build crane first, the best is to build pp>barracks>crane just to have a small defense of riflemen and rocket soldiers, it only takes like 10 seconds to build.

advantage? I had no advantage, itold you to make like 400 refs and you only made 2-3, I had 7 refs total and a income of 20k constantly while building mamies, juggernauts, apc's, pred tanks, and 20 pitbulls.

"wow so powerful! small and simple the wayi like it"

what? All i did was build a sonic emmitter and it killed your buggies lol.

Oh I beat troop in a cheap way, I sent like 8 sniper teams to his base and used juggernauts cordinates from snipr team to attack the MCV, he didnt build crane :/ so I easilly killd the MCV in 2

shots.

people always said GDI sucks on cnc3, they dont after I found out about juggernauts special power, they can fire anything anywhere, it's like b2b but not cheating.

Goztow wrote on Fri, 21 September 2007 05:38As said: Trooprm clearly said he is a newb for this game. Moreover, you totally fail Frost because you play on a map with an overflow of money and with 3 mcv's to start with apparently.

C&C3 is already huge spam but with these kind of maps, it becomes really ridiculous.

Hmmm...i build 1 mcv to make more sonic emitters since only mcv's can make defenses, and I had 1 crane, troop could have made more if he wanted to, and we both had infinite tiberium, I asked him if custom was ok and he agreed, I would still play EA made maps if he said no customs, some people dont want custom because they are afraid if the map is scripted to have player 1 have infinite health or money, while player 2 has nothing, but my map was fair, you start with mcv, infinite tiberium, and there are tib spikes and turrets to capture for more money and defense.

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**Subject: Re: Trooprm02 pwnt, owned, and roflmassacre**  
Posted by [Caveman](#) on Fri, 21 Sep 2007 14:49:40 GMT

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AoBfrost wrote on Fri, 21 September 2007 14:23

people always said GDI sucks on cnc3, they dont after I found out about juggernauts special power, they can fire anything anywhere, it's like b2b but not cheating.

Yeah this is nothing new, if you actually played the story line you'll find out that you can use the snipers as spotters for the juggs.

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**Subject: Re: Trooprm02 pwnt, owned, and roflmassacre**  
Posted by [Ghostshaw](#) on Fri, 21 Sep 2007 15:09:06 GMT

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GDI always got severely pawned before patch 1.05 or something causes Nod would just spam scops in such big numbers way before GDI could produce any counter(never mind juggernauts).

-Ghost-

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**Subject: Re: Trooprm02 pwnt, owned, and roflmassacre**  
Posted by [AoBfrost](#) on Fri, 21 Sep 2007 16:04:36 GMT

I really think walls need to be added back in a patch, modders keep adding them, but you cant play EVERYbody with a mod on, not everyone has the same mod, so I think EA should readd the walls. I'm sick of masses entering my base no matter what I do, they will always enter my base, go to the back where there is no defense and start killing key structures.

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**Subject: Re: Trooprm02 pwnt, owned, and roflmassacre**  
Posted by [IronWarrior](#) on Fri, 21 Sep 2007 16:43:14 GMT

AoBfrost wrote on Fri, 21 September 2007 11:04I really think walls need to be added back in a patch, modders keep adding them, but you cant play EVERYbody with a mod on, not everyone has the same mod, so I think EA should readd the walls. I'm sick of masses entering my base no matter what I do, they will always enter my base, go to the back where there is no defense and start killing key structures.

LOL..

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**Subject: Re: Trooprm02 pwnt, owned, and roflmassacre**  
Posted by [KIRBY-098](#) on Fri, 21 Sep 2007 16:48:19 GMT

AoBfrost wrote on Thu, 20 September 2007 17:47heres my build order

1. make power plant
2. make infantry barr, portal, hon
3. make crane
4. build 2 ref's with the mcv and crane at same time
5. build weapon factory and another ref at same time
- 6.start massing rifle/rocket buzzers, militia squad/rocket
7. start making the first two vehicles, they are good for air defense and base defense in early rushes
8. make command post or whatever it is called for nod and scrin
9. make tech
10. make 1 more ref and 1 more wf
11. make medium power vehicles and a few stronger ones

if your nod, then early ingame make a air tower and mass a few venoms usually 20+ will own

Scrin mass devastor warships

Gdi.....mass mammies and juggs

Easily beaten with a simple EARLY infantry rush.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [AoBfrost](#) on Sat, 22 Sep 2007 00:22:36 GMT

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Not really, I make rifle men dig in, then tell them get out, then tell snipers and rocket soldiers to get in, they handle decent damage, so they are used as early cheap base defenses. I make dig-ins as a gaurd tower alternitive. They hold 2 different squads, so I use sniper/rocket combo.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [Goztow](#) on Sat, 22 Sep 2007 21:02:49 GMT

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Goztow's profile

Total Matches 482

Wins 299

Losses 181

Win % 62.00%

I stopped playing online now, though, so can't comment based on last patch (1.08).

Until 1.04 Nod owned, after that Nod totally failed, I then moved to GDI which was actually great. Don't really know about it since patch 1.08, so can't really say anything about it.

Thing is: if you play with a lot of starting credits and/or a huge amount of money near your base, then a lot of the strategies are taken out of the game.

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Subject: Re: Trooprm02 pwnt, owned, and roflmassacre

Posted by [AoBfrost](#) on Sat, 22 Sep 2007 22:25:38 GMT

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Most of the time I do play with normal maps or if custom, they are small patched fields with the default regrow rate. But once in a while I will play for fun with infinite money or infinite tiberium maps to have fun and build those rare mega bases.

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