
Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Wed, 29 May 2002 02:53:00 GMT
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Played a game tonight on my server...the map was Hourglass and I was on GDI. Nod kept making flame rushes and almost got the AGT. I bought a mobius and stood in the tunnel, and when flames would come down the hill I got an early start on taking them out. Anyway after taking out about 3 flames I bought a mammoth, and parked it right next to the AGT. I fended off about 4 rushes of flames, light tanks, stealths. My teammates bought another mammoth and parked it on the OTHER side of the AGT, as well as 2 medium tanks. Now, even though we were totally on defense, because Nod was rushing us every 1-3 minutes...the Nod guys have the nerve to say we were "camping". Here is an example of things that were said by Nod: "WTF...stopped 4 flame tank rush?" "GDI sucks they wont attack" "GDI sucks they are guarding the AGT like its the last ice cream cone" <expletive> campers!" (after a stealth tank slips in during a rush from both sides and hilltop at once) "Haha we got in you suck" We won on points after 45 minutes. Seconds before the level ended, Nod says "GDI Campers!". Okay, lets get things straight. The term "camping" usually refers to FPS games when someone hangs out in an area where health powerup spawns, or where they can kill someone before they can kill them, making them all but invulnerable. I do NOT think it is camping when you are defending your own base against aggressive assault. It just boils down to Nod was p1ssed that they couldnt get into the base and flame the buildings down and plant beacons. Its not like we sat there for minutes upon minutes, we did attack their base over a dozen times, but the mammoths stayed behind to stop the APC/Flame rushes. No replies necessary, I just wanted to vent about some apparently sore losers

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Wed, 29 May 2002 06:25:00 GMT
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I'm with you. Who knows, maybe they needed to let off some steam. Can imagine you're getting a bit frustrated when your rushes don't work.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Wed, 29 May 2002 07:58:00 GMT
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quote:Originally posted by Blazer: Now, even though we were totally on defense, because Nod was rushing us every 1-3 minutes...the Nod guys have the nerve to say we were "camping". Here is an example of things that were said by Nod: That's rare though. Just some sore losers.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Wed, 29 May 2002 13:06:00 GMT
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I think I remember a game like that. It was on WOLF. Lol, that was really funny. Everyone was so

****ed off, although I thought the other won fair and square. Point baiting always works, especially when the other team wants to come at you with a vengeance! Anger can really cloud your judgement, eh?[May 29, 2002: Message edited by: AngryVortex]

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Wed, 29 May 2002 13:16:00 GMT
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quote:Originally posted by Shak.NL:I'm with you.Who knows, maybe they needed to let of some steam. can imagine you're getting a bit frustrated when your rushes don't work. I personally don't think he needed to let off some steam. He was probably some spoiled brat playing on a computer inside a huge mansion with a daddy that buys him whatever he wants complaining that his rushing didn't work right. He's probably off telling his daddy to buy him a new game.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Thu, 30 May 2002 14:16:00 GMT
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who ever said they suck because they're "defending" their base is a total moron.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Thu, 30 May 2002 14:20:00 GMT
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quote:Originally posted by generalfox:who ever said they suck because they're "defending" their base is a total moron.Of course, but I suppose it takes more skill (for the team as a whole, not individuals) to destroy the enemy base, than to win by points. So that could be considered more skillful. Btw, I am not disagreeing with you.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Fri, 31 May 2002 13:08:00 GMT
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I know that from 1*TC server heh those guys hate it 2 when some guard with Tank for Flamerushes ahahahaha But i get mad 2 hehehehe but mostly when i lose games cause those **** Q3 playstyle n00bs in Team hehGreetz

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Sat, 01 Jun 2002 00:22:00 GMT
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Camping in renegade doesn't exist.Camping only happens when the game type forbids it, and there is only one renegade game type, which does NOT forbid it.Likewise, I have heard people complain about "base ****", which is where you essentially all sit at the entrance of a base shredding anything that comes out, or sit on the enemy spawn locations. The first one is not illegal in any way, and the second one is only unfair(If there's something blocking the spawners, you don't spawn.) and extremely unlikely(as the spawn points are not marked in any way).

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Sat, 01 Jun 2002 00:44:00 GMT
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BlazerYOu are correct....

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Mon, 03 Jun 2002 15:33:00 GMT
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Iffen ya don't like campers, then coordinate your efforts, send in a wave to take em out, then a second wave to take out the base....

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Mon, 03 Jun 2002 16:42:00 GMT
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quote:Originally posted by eae:Of course, but I suppose it takes more skill (for the team as a whole, not individuals) to destroy the enemy base, than to win by points. So that could be considered more skillful. Btw, I am not disagreeing with you. I think it takes more skill to win by points with a defending base for the most part since if buildings get hit, they give greater points then repairing and destroying tanks.

Subject: "Camping" ... yeah right.
Posted by [Anonymous](#) on Tue, 04 Jun 2002 10:17:00 GMT
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quote:Originally posted by Nukelt15:Camping in renegade doesn't exist.Camping only happens when the game type forbids it, and there is only one renegade game type, which does NOT forbid it....or sit on the enemy spawn locations. The first one is not illegal in any way, and the second one is only unfair(If there's something blocking the spawners, you don't spawn.) and extremely unlikely(as the spawn points are not marked in any way).Well, I have gotten inside the Nod refinery on C&C_Volcano with a shotgun trooper, and popped about 3 people that spawned there in the head with a shotgun, and I wasn't accused of spawn camping.

Subject: "Camping" ... yeah right.

Posted by [Anonymous](#) on Tue, 04 Jun 2002 10:40:00 GMT

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quote:Originally posted by generalfox:I think it takes more skill to win by points with a defending base for the most part since if buildings get hit, they give greater points then repairing and destroying tanks.Letting enemy hit your buildings and not hitting the enemy's buildings (if such alternative exists) is plain stupid.

Subject: "Camping" ... yeah right.

Posted by [Anonymous](#) on Tue, 04 Jun 2002 11:16:00 GMT

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i was just playing on teach and was told that i was "camping" , i was havoc on wall flying.. previously taking out the hand i just jumped on on my base wall and when they started to come "boink" some recon i had cheats on till they realised i had a hotwire repairing me and still accused me of camping till after about 50 kill i died

Subject: "Camping" ... yeah right.

Posted by [Anonymous](#) on Wed, 05 Jun 2002 00:14:00 GMT

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quote:Originally posted by 3cd:I know that from 1*TC server heh those guys hate it 2 when some guard with Tank for Flamerushes ahahahaha But i get mad 2 hehehehe but mostly when i lose games cause those **** Q3 playstyle n00bs in Team hehGreetz Quote from your profile:Interests: Just FPS Games since DOOM)
