
Subject: Defenses

Posted by [trunkskgb](#) on Sat, 17 Dec 2011 02:52:39 GMT

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I noticed now that the defenses, even the GT's and Turrets target and shoot at you more then they used to. I'm just curious about this and I'm wondering if it's a TT thing, or people are editing maps and changing they're positions.

Subject: Re: Defenses

Posted by [kamuixmod](#) on Sat, 17 Dec 2011 13:26:58 GMT

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maybe a small vid?

Subject: Re: Defenses

Posted by [F1r3st0rm](#) on Sat, 17 Dec 2011 19:46:32 GMT

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Quote:Veteran System = Sucks

Marathon Servers = Sucks

Drop Mod & Crate goodies = Sucks

Wall Hugging Snipers = Sucks

Old fashioned 100% pure Renegade, gone but not forgotten.

agreed

Subject: Re: Defenses

Posted by [liquidv2](#) on Sun, 18 Dec 2011 07:42:39 GMT

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F1r3st0rm wrote on Sat, 17 December 2011 13:46Quote:Veteran System = Sucks

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agreed

i miss these days; that's my cup of tea

i don't actually drink tea - fuck tea, it's just an expression

there's something neat about a marathon game though - one team actually has to finish the job
it's like a fight being decided by knockout rather than points awarded by judges at the end

Subject: Re: Defenses

Posted by [trunkskgb](#) on Mon, 19 Dec 2011 23:00:08 GMT

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liquidv2 wrote on Sun, 18 December 2011 02:42F1r3st0rm wrote on Sat, 17 December 2011

13:46Quote:Veteran System = Sucks

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Hehe, glad there is still people around who share my feelings.

Btw, I realized last night while making a video that's it not a big deal. I take damage, but I live. It's just weird because it never attacked me AT ALL before. I am referencing to the Guard Tower next to the Tiberium Refinery on Glacier Flying. It's not a game breaker decision but I go for it if no one else on my team comes that way. You should be able to get all your C4 on it before it kills you, don't stick around to find out or the AGT will make sure you die lol.

Subject: Re: Defenses

Posted by [Caveman](#) on Tue, 20 Dec 2011 14:42:11 GMT

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I dont think its scripts related its more how you walk down the slope at some angles the GT doesn't see you and at others it kills you after a few secs.

Subject: Re: Defenses

Posted by [Di3HardNL](#) on Tue, 20 Dec 2011 22:54:03 GMT

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Everybody is talking about the good old days where there was old fashioned 100% pure Renegade.

Someone take the initiative and start a server like that and start playing then.

Subject: Re: Defenses

Posted by [trunkskgb](#) on Wed, 21 Dec 2011 00:18:27 GMT

Di3HardNL wrote on Tue, 20 December 2011 17:54 Everybody is talking about the good old days where there was old fashioned 100% pure Renegade.

Someone take the initiative and start a server like that and start playing then.

Hey man, I would to see that happen. I just think because of the lack of players, the few populated servers left kind of have a monopoly on things and it's hard to open up a new 32 player server with a 30 minute time limit and no extras. I hope I'm wrong, but I guess we will see what happens once TT is out of the beta stage.
