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Subject: My little rant.

Posted by [-Tech-](#) on Tue, 29 Apr 2003 21:06:48 GMT

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I'm fairly new at this game, and even newer at the online part of it ('bout 3 days) but there's already something that REALLY bugs me - cowards on my side that, when the base is under attack, turn themselves into Engineers or Techies and do nothing but repair, repair, repair. Here's a news flash for you: REPAIRING DOES NOT STOP THE DAMAGE. Get yourself a G-D vehicle and FIGHT BACK! Too many times I have lost a game because the enemy got the initiative, blew the Harvester and rushed the base because most of MY team was spending their time at the MCTs. Meanwhile, the brave souls who ARE in vehicles fighting back are invariably outnumbered and overrun.

This is usually about the time I quit the server. Kids like that don't deserve my help, and there are plenty of other games out there to choose from. I would switch teams, but that would make me worse than them.

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Subject: My little rant.

Posted by [A-DawG](#) on Tue, 29 Apr 2003 22:30:15 GMT

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um.. repairing helps alot.

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Subject: My little rant.

Posted by [-Tech-](#) on Tue, 29 Apr 2003 23:05:47 GMT

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Not when 6 guys are at an MCT that's under attack by one or two vehicles while everyone else is trying to fight them off as Riflemen.

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Subject: My little rant.

Posted by [coolmant](#) on Thu, 01 May 2003 22:33:44 GMT

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Umm if you don't repair you building is dead. You are a n00b.

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Subject: My little rant.

Posted by [-Tech-](#) on Thu, 01 May 2003 23:36:43 GMT

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Don't any of you children understand? When there are more engineers THAN NECESSARY repairing a building and NO ONE is actually trying to fight off the attackers, THAT is when you get

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slaughtered.

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Subject: My little rant.

Posted by [Majiin Vegeta](#) on Fri, 02 May 2003 00:51:51 GMT

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most people repair cuz they want the money to get one of those big shiny tanks..they are n00bs

if i see a Tect/hottie repairing i leave it and go kill the attcks or if a hottie comes to repair i let them take over and i attck

AND WHEN YOU REPAIR A BUILDING GET A FUCKING HOTWIRE OR A TECH  
they repair faster you stupid idiots

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Subject: My little rant.

Posted by [Archcasp](#) on Fri, 02 May 2003 06:52:01 GMT

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When reapaing. Have no more then 3 techs/hotties repairing.. most of the time.. only one.. unless a large rush. And always have a engi/tech/hottie in feild repairing vechs/players. Repairing is the key to success. If you dont repair you are dead. Alot of people who repair are either good team player, better at support, trying to get money or just point whores. Either way, dont just say its all bad when it saves your life 100% of the time.

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Subject: My little rant.

Posted by [-Tech-](#) on Sat, 03 May 2003 00:58:54 GMT

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Thank you. Yes, I've learned the value of repairing many times over. I once kept the same Light Tank through a solid 30 minutes of fighting GDI armor because we (myself and my gunner) knew when to fall back and repair it. It's fast when two Techs are working on it.

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Subject: My little rant.

Posted by [L3f7H4nd3d](#) on Sun, 04 May 2003 02:53:22 GMT

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-Tech-Thank you. Yes, I've learned the value of repairing many times over. I once kept the same Light Tank through a solid 30 minutes of fighting GDI armor because we (myself and my gunner) knew when to fall back and repair it. It's fast when two Techs are working on it.

I never allow someone to man my tank turret unless I can talk to them on Teamspeak, it's much

safer that way.

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Subject: My little rant.

Posted by [-Tech-](#) on Sun, 04 May 2003 03:04:16 GMT

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It's actually not that bad when you've got a pattern down. We did pretty well, I think. Hmm, that gives me an idea for a poll...

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Subject: My little rant.

Posted by [Commando no. 448](#) on Sun, 04 May 2003 14:52:17 GMT

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Generally, when I am getting a ping as high as an orca I will give a shot a repairing for a minute or so. Because repairing doesn't need a good FPS. Once you start repairing the jumping back to original spot doesn't matter because your cursor has been over the MCT for so long. But if the lag gets real bad or I get bored I will leave the server. But at least then I had helped the team rather than immediately left.

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Subject: My little rant.

Posted by [\[sg\]theOne](#) on Wed, 07 May 2003 05:18:08 GMT

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coolmantUmm if you don't repair you building is dead. You are a n00b. STFU that obviously wasn't the point of the message. I'm pretty sure the poster realized this you fool.

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Subject: My little rant.

Posted by [\[sg\]theOne](#) on Wed, 07 May 2003 05:21:12 GMT

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The FIRST RUSH almost always yields the best results.

On Field the other day GDI had 1mammy and 4meds at Nod ent. So I spam attack base defenses and someone else chimes in...cool, lets rock.

So the assault begins EXCEPT the other two meds and mammy didn't rush because they are \*pussies\*. So me and the one med that rushed got ob down to yellow, if everyone would of come we could of taken it.

BUT NOOOO. These fucking noobs would rather just camp and not rush. For the rest of the game Nod had a STank on defense, this ruined all other rushes ESPECIALLY SINCE those

fucking poons wouldnt help.

Do it right the first time.

edit: I played some map the other day and these bitches rushed with apcs like 5times in a row and they still keep trying. THE ENEMY KNOWS YOUR PLAN YOU FREAKING MORON, try something else.

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Subject: My little rant.

Posted by [kawolsky](#) on Sun, 01 Jun 2003 15:42:13 GMT

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little?

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