

Friendly Fire On or Off?

Posted by VoGon - 09 Mar 2010 16:27

Ok guys, there has been some talk about this but we decided to poll it.

Should FF be on or off on server?

I personally feel it should be on, it gives much more realism to the game, also, people with tanks and helicopters or mortar strikes can just spam away an area without caring for who is there.

I think FF adds a whole different approach to the game. It makes you more aware of your team mates and less "trigger happy",. Also most of the servers I see have it on.

I would like to ask that when you vote you post your reasons for choosing it, and loosing points because of a team kill is not a reason! 😊

=====

Re: Friendly Fire On or Off?

Posted by slaB - 13 Mar 2010 03:12

Edit, 13.03.2010. So it's 6 v 5 now. 😊

=====

Re: Friendly Fire On or Off?

Posted by Luckie - 14 Mar 2010 19:07

I don't think BF is realistic at all lol or is even going for it. Stupid regenerating health. I still want to chib whoever invented that idea!

=====

Re: Friendly Fire On or Off?

Posted by slaB - 14 Mar 2010 22:33

If it's even regenerating health, it's a very small amount over a long period. Yes, the screen gets clear of

the red and black blurry vision, but I think you're still on low health until you get "healed" (standing nearby a health kit). When playing the sniper class, you get to experience that a lot, although I'm not 100 % sure if you regen or not...

=====

Re: Friendly Fire On or Off?

Posted by Johannicus - 14 Mar 2010 23:28

slaB wrote:

If it's even regenerating health, it's a very small amount over a long period. Yes, the screen gets clear of the red and black blurry vision, but I think you're still on low health until you get "healed" (standing nearby a health kit). When playing the sniper class, you get to experience that a lot, although I'm not 100 % sure if you regen or not...

If its not, then the blood at the edges should stay to indicate you need a medic. I also find it slight irritating that you have to look at your teammate and the correct one aswell to be able to yell for ammo or medic.

=====

Re: Friendly Fire On or Off?

Posted by Johannicus - 14 Mar 2010 23:58

You got killed by a teammate? It sure wasnt FRIENDLY fire, now was it? 🤔

To quote Murphy's Law: Friendly fire isnt.

=====

Re: Friendly Fire On or Off?

Posted by slaB - 15 Mar 2010 02:16

If that blood and the heavy breathing had stayed there until one would die or get healed, it would be a pain the ass to snipe, also, staying alive for a long time with that kind of effects on your display would be plain irritating 🤔

Touche

=====

Re: Friendly Fire On or Off?

Posted by Johannicus - 15 Mar 2010 12:34

slaB wrote:

If that blood and the heavy breathing had stayed there until one would die or get healed, it would be a pain the ass to snipe, also, staying alive for a long time with that kind of effects on your display would be plain irritating 😏
Touche

So would a bullet hole in your chest. 😏

=====

Re: Friendly Fire On or Off?

Posted by slaB - 15 Mar 2010 20:23

Johannicus uses "Mixing virtual world with real world"!

It has no effect!

=====

Re: Friendly Fire On or Off?

Posted by VoGon - 15 Mar 2010 21:34

slaB wrote:

Johannicus uses "Mixing virtual world with real world"!

It has no effect!

Wanna see you say that in like 20 years...

😏

=====

Re: Friendly Fire On or Off?

Posted by Che ken - 15 Mar 2010 23:52

liger wrote:

vogon u misspelled 2nd option

it should say "off, coz im a pussy"

PS: OOOOOOOOOOON (even tho i dont have the game)

I think ligers said all I need to say 😊

=====