
Subject: Re: what is the worst of renegade.

Posted by [Sniper_De7](#) on Fri, 14 Apr 2006 13:13:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's a reason why they're called n00bjets, and I'll explain.

1. Most of them shoot at anything they see, including tanks, some may even sit in their base doing this. and when they shoot apache's/stanks they get massive points. So they're shooting them just for points, and it's a bug because why in god's name should you get about 20 points per shot in shooting a stank? That'd be over 500 points if the stank had around full health.

2. Secondly, they're n00bjets because it's not entirely hard for ANYONE to shoot a copter down, especially when a band of them are together, since it takes 5 (count: 5 shots) to take ONE down.(Which isn't all too hard since the bullet is instant and you're firing at a VEHICLE) That means with two n00bjets it takes 3 shots each (no reload) with three n00bjets it takes 2 shots each and with 5 it'll only take one. The only good thing going on for the guy in the copter is he knows that most are going to be n00bs since the whole principle of shooting a copter and getting points is so entirely easy that it's like a big fuckin' magnet for n00bs to use them.

3. Thirdly, they'll even go as far as to just stay in the damn windows the entire game potshooting anything just for points, you aren't going to kill one sitting in the window, you're just doing it for points. If you want to really cover a field, you go to the bridge, but even then most often or not, a n00bjetter won't have the testicular fortitude to go by himself on the bridge, that he'll wait in his base where his base defence protects him and copters can't reach. Only when does this retard get a group of two or more havocs with him would he finally go on the bridge. Then, by the time you notice them shooting your team they probably already gained enough points to buy a new havoc after i kill all three. They'll keep doing this, over and over and over. Usually not even ONCE trying to use a copter to kill the copter because a sniper has such an obvious advantage over with its stupid damage bug abuse.

The sad thing is: I see it more often lately than ever. Seeing a team with 7+ havocs, and when they finally lose their barracks? They'll suck the entire game because they can't use anything else to have a decent score without having to n00bjet the entire game. Often times they leave.

PS: And you also you'll find it's their first character of choice to buy after the enemy hand/barracks is dead.
