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Subject: Fix the damn gun

Posted by [liberator](#) on Wed, 08 Dec 2004 14:45:19 GMT

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IIRC, the n00bjet was left over from beta and slated to be fixed in the next patch, but WW was killed before that could happen. No game designer worth a fig would ever leave such a balance killing aspect unattended without a damn good reason.

Look, I don't want to take away a crucial aspect of the game, I (and others) just feel that this isn't a crucial part of the game, and just causes unnecessary resentment and hard feelings. I mean how many new players have picked up Renegade because they've been told it has a unique and rewarding MP experience, and then leave the community after only a few games, not because someone was cheating, but because some point-whore with a n00bjet sat and pwned him all the time with seemingly no way of stopping him? I was lucky, my dozen games were unmarred by such buffoonery, others have not been.

The point is that any effective scenario for defeating a single n00bjet pwning people from way beyond a lot of maps' visual range involves committing significant portions of a team's resources in both men and materiel, to the point where a single player with a n00bjet can effectively render a base defenseless against a weak vehicle rush that would be turned back with only 1 or 2 extra defenders. And don't bring up the suggestion that the defending team needed to find more players or that they need to get more skillz, I and many others play the game for recreation and have neither the time nor desire to develop the godlike skill that is required to adequately defend against a noobjet.

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