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Subject: You might be a noob if...

Posted by [flyingfox](#) on Fri, 22 Apr 2005 17:06:27 GMT

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12. on hourglass, enemy loses their AGT and barr. if you think it's good to camp on the hill with a havoc/sakura, you might be a n00b.

13. if you take an enemy vehicle that's been left in your base by another player, you might be a noob.

14. if you rush the same building with a hotwire the whole game, and continually fail because they know you're coming, you just may be a noob.

15. you take a shotgunner into an open field and try to attack someone a mile away...you're a noob.

16. you think the pistol is the best weapon in the game, and you stand a good chance of destroying a fully healthed building guarded by 5 techs with one.

17. you programmed up the 'god crate'

18. you picked up the 'god crate'

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