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Subject: Re: My Top 10 N00bish Things To Do  
Posted by [Nukelt15](#) on Wed, 26 Sep 2007 03:53:17 GMT  
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1)refilling every few second when fighting someone as a basic infantry- Oh no, not the dreaded refilling! Either kill them before they reach the terminal, or don't romp about in the enemy base where it is convenient for them to run and refill so they can oust that pesky invader (you). I'll bet you don't feel half as bad about refilling when somebody's trying to trash your base and you need some extra HP to fight them off with.

2)being a wuss to fight like a man!- I'm not even sure what that's supposed to mean. In any case, there are only a few tactics I'd consider 'wussy' in Ren, those being tunnel beacons, arty/mrls pointwhoring, B2B, and using exploits.

3)camping the whole game to get best k/d- Granted, camping out somewhere just so you can get kills with no intention of helping your team is quite n00bish.

4)Taking everyone else's kills- kills can't be owned; Ren is a team game. If you finish off an enemy whom a teammate was already fighting, that can be considered helping that teammate out. If you feel you deserved that infantry/vehicle/building kill, too bad- the object of the game is not to be the #1 top scoring player, it is to be on the winning team. It isn't as if you recieve any sort of health or ammo bonus for getting kills, so the only thing you stand to lose from a kill-steal is a point value which ultimately ends up adding to your team score anyway. On the other hand, whining about kill-stealing when you ought to be fighting the enemy team is n00bish.

5)being a weapon whore whole game for all weapons when all u need is 2- I'd venture to say that this one could only be construed as n00bish if said weapon-whore never makes use of any of them, but instead runs and hides so as not to risk losing them. If you can get all the guns and then use them to mop the floor with the other team, more power to you.

6)being a pussy sbh!!! always hiding and only attack when someones about half dead- That's rather the point of a stealth character. Besides, this is not a game which expressly forbids the shooting of wounded enemies; that is a practice which is actively encouraged because it is easier to kill the little fuckers that way. Can you honestly say you'd rather wait for that Mobius with 10HP left to go and refill before fighting him instead of popping some lead in his back and getting it over with? Didn't think so. The shimmer effect of the cloak is somewhat difficult to miss once you're close enough to see it, so the only real reason they're more successful than any other class is because people don't pay enough attention- and then whine about it when someone takes advantage of their complacency. Hardly n00bish.

7)people that say ownt or pwnt to many fucking times lol- no argument here. Unless in friendly jest, I generally find such comments to be juvenile and stupid. I know you killed me, you know you killed me, the whole game got a message about it; unless you're someone I have some respect for I don't want to hear your opinion of how much better you are- especially if that opinion is expressed in a single-syllable misspelled word.

8)geeks that talk shit in the game but pussys in person- those folks are as old as the internet... but n00bish nonetheless.

9)thinking you know how to test for cheats when you dont know shit- I'll just assume that means the people who cry 'HAX' every time they get blown away because they 'know' X weapon can't do Y amount of damage, etc etc etc. Yeah, that's pretty lame.

10)Thinking your all hot shit- ...until somebody serves you your own ass and you can't cope with it, so you spring into a frothing rage? Yeah, I think we've all seen a few of those in our time.

and for a add on heres wat i think is pro

1)Using 500's not n00bjets- Couldn't agree more. Let me just add "PIC/Rail instead of n00bjets" on there just for good measure, since both of those get usurped by King Cheesygun too.

2)Can pistol whip someone- Honestly, a pistol is a backup gun. I can respect an Engineer class who lays on the pain with his/her sidearm, but anyone else who'd use their pistol over their primary weapon is foolish. Great that you can keep fighting after you're out of ammo, but I'd rather be retreating by my last clip and never need to use the thing. Exceptions made for weapons that just aren't that great against infantry.

3)Can mine right- something Ren players everywhere have longed for since the first round of the first public game ever played, yet continue to find lacking in oh-so-many of the less experienced crowd...

4)Knows how to play- I'll just go ahead and add 'even if they aren't the best.' I'm not ever gonna win any marksmanship awards, nor will I usually take MVP, but somebody please shoot me the day I forget how to play this game.

5)can get to agt on field from nod!- Eh, evading the towers like that is more exploit than skill. Infantry without armor support need mass attacks or lots of HP to legitimately run up to a tower on their own. Harv-walk and that stupid jumping backwards trick don't count.

6)Knows how to find hacks- a more n00bish quality could not be imagined.

7)Can kill a mammy with a arty- that ain't so tough- assuming you take 'em from a distance. Now, if you can get that same kill in close combat, I'll have reason to be impressed.

8)Good with a Patch- ...or TAR Sydney, or any of the other almost-never-used chars.

9)Can ob walk to ALL buildings on under- Ob walk is an exploit, and as such falls under the heading of 'general assbattery and n00bishness.'

10)Can HS someone with a rocket!- I must admit, I've been playing Ren since release, and I still can't do that without a lot of luck tipping my hand. Still, if rockets are tough to HS with, I'd throw in an extra special kudos for the grenade launcher.