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Subject: Re: Players on renegade getting noobier by the day

Posted by [bisen11](#) on Thu, 31 Jul 2008 16:23:10 GMT

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Nukelt15 wrote on Mon, 28 July 2008 14:36It doesn't take much to get an STank rush going.

"Hey, everybody! Let's buy the coolest-looking, most expensive tank we can and go blow shit up with it!"

You know that's what the n00bs are really thinking. It's an effective bit of teamplay, but nobody does it because they want to be helpful. They do it because they want to play with the shiny toys. The H-word should only apply to those poor dumb schmucks who repair everything.

Quote:I hate people that leave the game when they are loosing.

I'll take it further than that... I hate people who stop fighting when all that's left is the Ref or the PP. Some of the best games I've played were down to the last structure with basic infantry... and it was truly astonishing just how effective basic infantry can be at holding off vehicles, n00bjets and the like when the team gets together and tries. You know damn well that you're not going to win, but there's a certain satisfaction in making the other team work for it. A lot of players, though, don't consider the game worth playing if they aren't on the winning side, and that's just fucking stupid.

It's even more fun when you're actually able to pull off a win when it should be impossible. Although this is more likely to happen in a server that has crates or something similar.

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