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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:37:00 GMT  
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A lot of times, ladderred or not ladderred, people don't really work in a team or act as one. I'll give you three examples. 1. Ladderred, Hourglass. We had already destroyes 1-2 buildings (forgot which) but somehow we lost our AGT, then pretty much most of the rest. IT IS NOT POSSIBLE UNLESS WE DIDN'T WORK AS A TEAM! Also, people were rushing into enemy base with a mammoth tank, GETTING OUT and doing something. idiots2. Nonladderred, Fields. I had a plan, they don't listen. They just rush in with infantry at the back entrance with no team (cause some times the back-infantry-rush work if there is a large amount of people) and refuse to defend the base.3.Nonladderred, Under. People prefer to rush with a APC, but didn't get more ppl OR buy a hotwire/technician. During that time, we won, but we could have done it wihtin a shorter time. All we needed to do was pound ALL our Guneer rocket launchers (grenades CAN do, but weaker) into the power plant via the back entrance.

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:49:00 GMT  
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Any comment on this??

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:56:00 GMT  
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sorry, posted this twice

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:34:00 GMT  
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capt...You can delete a post when you edit it...

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Sat, 13 Apr 2002 19:04:00 GMT  
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i totally agree, some ppl just think their the man of the game, sometimes i dont stick to the plan either and they yell et me but they take it back when i become MVP at the end.Once someone had a plan i beliefe ranked 200,But i thought it would not work and i thought it correct because they all got killed without firing a bullet.I ot in al by my self and took out the intire base with one

tank. Thats just one example.

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Mon, 22 Apr 2002 21:31:00 GMT  
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Feel your pain. Seems everyone wants to get in the action, but not defend.....

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Mon, 22 Apr 2002 22:35:00 GMT  
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jeah, thats my problem too in a team with 7 people im the only one who defends the base, coz 6 people want to attack the base and we lost coz i cant defend the base on my own...

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Subject: Three examples of plain idiotic or n00b behavior  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 05:05:00 GMT  
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I remember i had the same problem one game - the game was called "Geeksserver." We had one man in the base (me) who had to try and take out a raveshaw, an artillery, and a light tank. when raveshaw was guarding a beacon we had no chance. These wannabe heroes were off attacking while our base was getting slaughtered, despite frantic messaging. I'm not much of a newbie (i've played about three dozen games or so) but the only time i would ever go alone would be a pain-in-the-cerebellum sniper. Or a havoc and wipe out apaches I remember the days when i'd go it alone. it sucked. the best times were when i played alongside fellow-soldiers or vehicles, usually cause i didn't get slaughtered in the first 15 seconds.

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