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Subject: You might be a noob if...

Posted by [stealthkiller](#) on Thu, 28 Apr 2005 02:06:46 GMT

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stealthkillerJzinsky58. On field, you stand there with your engy right near the turret waiting for the tanks to come rolling back. It never occurs to you to repair the recently battered turret, despite me telling you 3 times (Why should I give up a Rav to repair a turret?). The next attack that comes along destroys said turret. You sir, are a noob

Um, if he is an "engy right near the turret" doesn't that mean he doesn't need to give up his Rave? Btw, I wouldn't give up my Rave to save a turret. Why? If the need to save the turret is that great, GDI is probably pounding away at your base, which means you probably have little to no money. A Raveshaw does a better job of staving away tanks than the one turret. Giving up the Raveshaw not only loses you a better character to help protect the base, but repairing the turret gives them more points anyways, it's just another target. Raveshaw is a better pick. I feel kinda like an idiot right now, but after rereading his post, I think the "(Why should I give up a Rave to repair a turret)" was Jz "thinking" those words, not the n00b :oops: my argument kind of died now...although I still dont think the turret is worth saving.

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