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Subject: Re: n00bjet-no

Posted by [Sniper\\_De7](#) on Sun, 21 May 2006 00:42:34 GMT

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By the time you had 7 copters they'd have enough for n00bjets not to mention some of their own. This is why usually not many people do this kind of rush, especially since most people just let the base defences hit them and have no idea of how to fly.

assuming you were thinking mainly of stopping Havocs, seeing as how you mentioned killing the barracks but not the hand or anything, you might also note that 3(4 is more realistic) out of the 7 orcas would die rushing the powerplant. Probably one or two more would die from the ob behind the powerplant because they don't know how to cover from it..

Quote:During the flying beta test, Devinoch had told us that n00b cannons were made the principal means of AA fire because WS didn't have the time to make missile equipped units lock on to targets properly. This is where everyone arguing for the n00b cannon is wrong; so please, shut up about it. I've been around since long before all of you were, in all the beta tests. I know exactly what happened, so if you want to tell me that n00b cannon Ramjet Rifles are balanced then you'd better start telling me that the sky is green, because I'm not going to believe either... The thread should have ended after this, so I'll just repost it.

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