
Subject: Re: Nod Recon Bike

Posted by [Dave Mason](#) on Tue, 23 Aug 2005 12:02:55 GMT

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cheekay77 wrote on Mon, 22 August 2005 18:39 Joseph Collins wrote on Sun, 21 August 2005 17:00 If you're playing on a map (or server, in some cases) that has the Nod Recon Bike, don't confuse it with an assault vehicle. Keep in mind that, due to the low (no) Armor and somewhat average Health of the vehicle, a couple solid hits, and your bike is scrap metal. No, what good the Recon Bike does it this: It's perfect for getting from Point A to Point B in record time.

It's absolutely awesome to use as a decoy to draw enemy fire. . . just as long as that fire is tank shells, missiles, and other things that don't automatically hit their target. (IE, anything but bullets and lasers.) This is especially true in maps like C&C_Field that have massive, wide-open spaces.

Just remember to not take the obvious paths to places. Some drivers do get smart enough to hit your projected path, thus nailing you dead-on.

The rocket weapon, while doing the same amount of damage as the Stealth Tank rockets, takes forever and a day to reload. (I believe the reload time is roughly seven seconds.) If you're willing to drive around a map for a while, you can widdle away at vehicles, but it's generally not a suggested tactic.

If you're quick enough, the Recon Bike makes a good infantry pizza-making tool. But only if they don't see you coming. Also keep in mind that the Recon Bike handles very, very lightly. Don't try any seriously heavy turns, especially on a downward decline (IE, a hill.) if you can avoid it. You will spin out. In addition, watch where you're going! If you ram into a solid object like a tree or a lamp post, or even a wall, you will come to a dead stop and be at the mercy of nearby enemy units!

Anyway, that's my two cents on my most beloved of all vehicles. I've actually gotten compliments on my driving the Recon Bike on one or two servers. I'm not sure if it was because I was annoying the crap out of the opposition's two Mammoth Tanks (which had all focused on me for some reason, despite being hammered by Laser Chaingunners and Mobile Artillery), or the fact I just kept driving in circles on Field, never going anywhere, but always maintaining top speed. Possibly both. I dunno.

Edit: I should also add that you probably won't be able to drive anywhere with the Recon Bike if your ping is above 150 or so. Due to the fact it moves so fast, if you don't project your own path accordingly, you're more than likely to either wipe out, or ram into something and come to a full stop.

Great post, lots of info.

Oh the irony.
