
Subject: Re: So...Advantages, disadvantages..?
Posted by [Chimp](#) on Tue, 08 Jan 2008 06:42:23 GMT
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Dover wrote on Mon, 07 January 2008 21:32Bullshit. Slower rockets are easier to dodge, therefore making your "leading" useless.

Rockets are near useless at a large distance to any target who gives a shit that it's getting hit. Also, even if you do manage to hit with the rocket officer rockets, it will hardly matter, since they deal negligible damage. Anything the rocket officer does, an LCG or Gunner will do better. Hell, I'd rather have a Tib Syndey than a rocket officer.

Admit it. Just admit you're wrong, and that the rocket officer is useless. It's okay.

I'd admit I was wrong if I was actually...You know....Wrong.

Its a LOT easier to aim a slow rocket than a fast rocket, because it will usually hit the ground before the target even gets there.

I didn't say the use was vast, but every single weapon has at least one unique purpose, and I find myself using this one quite a lot actually.

Let me give you a scenario:

Your playing 'Field'. You are GDI.

You are facing the side where the little house is.

In the back, theres a buggy that has just been severely damaged, and it's driver is already hurt. It killed the person hurting it, however. If you use a fast rocket, okay, you MAY hit it, but with a slow rocket? You point a good ways in front of it, killing it. And lets say its on tiberium? That'll kill the person too.

Yes, the gunner IS better, but its not better in all situations. Sorry, but you just are NOT correct on this.

Like I said, everything has a purpose, no matter how small. But despite that, these things DO happen, and this DOES work.
