
Subject: Nod Recon Bike

Posted by [Dr. Lithius](#) on Sun, 21 Aug 2005 21:00:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 we're 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.

Subject: Re: Nod Recon Bike

Posted by [Ma1kel](#) on Sun, 21 Aug 2005 22:30:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

In other words the Recon Bike is crap.

Subject: Re: Nod Recon Bike

Posted by [Dr. Lithius](#) on Sun, 21 Aug 2005 22:35:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sun, 21 August 2005 15:30In other words the Recon Bike is crap.
Only to incompetant brutes like yourself. ^_^

Subject: Re: Nod Recon Bike
Posted by [Lijitsu](#) on Mon, 22 Aug 2005 01:31:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, you damn Rocket Whore*!

*RED VS BLUE/HALO REFERANCE.

Subject: Re: Nod Recon Bike
Posted by [Renerage](#) on Mon, 22 Aug 2005 17:39:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Joseph Collins wrote on Sun, 21 August 2005 17:00If 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.

Subject: Re: Nod Recon Bike
Posted by [Jecht](#) on Tue, 23 Aug 2005 01:10:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sun, 21 August 2005 18:30 In other words the Recon Bike is crap.

Befriend a Medium or Stealth Tank. Befriend him well.

Subject: Re: Nod Recon Bike
Posted by [Dave Mason](#) on Tue, 23 Aug 2005 12:02:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Nod Recon Bike
Posted by [Renerage](#) on Wed, 24 Aug 2005 00:16:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

you love making me look like an idiot dont you? honestly. stop the stupid shit, just beacuse my post was short dont mean it was irrelevant. Whats wrong with telling someone "hey, great post?" Quit being a jackass and leave me alone.

Subject: Re: Nod Recon Bike
Posted by [Lijitsu](#) on Wed, 24 Aug 2005 00:29:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

cheekay77 wrote on Tue, 23 August 2005 20:16you love making me look like an idiot dont you? honestly. stop the stupid shit, just beacuse my post was short dont mean it was irrelevant. Whats wrong with telling someone "hey, great post?" Quit being a jackass and leave me alone.

I have three points, that you may not argue with:

1. Its fun.
 2. We have more intelligence than you.
 3. Shut the hell up, boy! Dont make me get the Weed Whacker after yer ass!
-

Subject: Re: Nod Recon Bike
Posted by [mrpirate](#) on Wed, 24 Aug 2005 03:45:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aren't you like 13? It shows.
Ironically claiming you "have more intelligence" than someone makes you seem stupid. Stop being such an asshole all the time, that's the last thing these forums need.

Subject: Re: Nod Recon Bike
Posted by [Lijitsu](#) on Wed, 24 Aug 2005 05:47:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrpirate wrote on Tue, 23 August 2005 23:45 Aren't you like 13? It shows.
Ironically claiming you "have more intelligence" than someone makes you seem stupid. Stop being such an asshole all the time, that's the last thing these forums need.
Alright, then. Since you seem to have called my bluff, how about i prove it? Cheekay, whats your IQ score? Mine is 164.

Subject: Re: Nod Recon Bike
Posted by [Renerage](#) on Wed, 24 Aug 2005 06:28:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lijitsu wrote on Wed, 24 August 2005 01:47 mrpirate wrote on Tue, 23 August 2005 23:45 Aren't you like 13? It shows.
Ironically claiming you "have more intelligence" than someone makes you seem stupid. Stop being such an asshole all the time, that's the last thing these forums need.
Alright, then. Since you seem to have called my bluff, how about i prove it? Cheekay, whats your IQ score? Mine is 164.

Never taken one, gimme a test page from the internet, ill take it. But now that you mention that, it is something i want to do.

O, yes hes right, the last thing we need is a 13 y/o loudmouth.

Subject: Re: Nod Recon Bike
Posted by [Lijitsu](#) on Wed, 24 Aug 2005 17:03:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does nobody think that a 13 year old could have greater intelligence than a 21 year old? No. Y'know why? Because your all fuggin retards. Except DJM, Mr. Collins, Crimson and Blazer.

Subject: Re: Nod Recon Bike

Posted by [Dave Mason](#) on Wed, 24 Aug 2005 17:21:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not true. Alot of the people on here are fine, just among the users of these forums are tards like kinghigh and nopic.

People judging character by age is annoying yes, but in alot of cases it's not just about level of intelligence it's about level of maturity. And more often than not, a lower age = lower maturity level.

Yes they may be wrong in cases, but you can see it from their point of view. And you should hopefully be able to see it from their point of view:

Just because you and Cheekay have problems you don't have to go insulting the majority of this forum's users. That is uncalled for.

Quote:Except DJM, Mr. Collins, Crimson and Blazer..

Subject: Re: Nod Recon Bike

Posted by [Lijitsu](#) on Thu, 25 Aug 2005 00:07:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Its a standard responce when im hungry and tired. I blame most people for one or thing, or myself for everything, or one person for everything. You can ignore it if it happens again.

You do have a point about the maturity. Yes, it was uncalled for, though you must admit, that its true about some.

Subject: Re: Nod Recon Bike

Posted by [Renerage](#) on Thu, 25 Aug 2005 00:10:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 24 August 2005 13:21Not true. Alot of the people on here are fine, just among the users of these forums are tards like kinghigh and nopic.

People judging character by age is annoying yes, but in alot of cases it's not just about level of intelligence it's about level of maturity. And more often than not, a lower age = lower maturity level.

Yes they may be wrong in cases, but you can see it from their point of view. And you should hopefully be able to see it from their point of view:

Just because you and Cheekay have problems you don't have to go insulting the majority of this forum's users. That is uncalled for.

Quote:Except DJM, Mr. Collins, Crimson and Blazer..

Hey wait, i have no problems with anyone. Especially not you. Im not the kind of person who will hold a grudge.

Subject: Re: Nod Recon Bike
Posted by [SCOTT9](#) on Wed, 14 Dec 2005 15:33:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

can anyone remember ts the rocket cycle i think it was called is another name for the recon bike and i have 1 word for it GREAT!!!!!!!!!!!!!!!!!!!!!!

Subject: Re: Nod Recon Bike
Posted by [Lijitsu](#) on Thu, 15 Dec 2005 01:18:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was called the Nod Attack Cycle I think. And don't bump old threads.
