
Subject: Re: GDI Rocket Officer, Useless?

Posted by [Sniper_De7](#) on Tue, 07 Mar 2006 23:44:26 GMT

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

sorry to revamp this point, but just because you kill a person with a said unit doesn't mean it's better. Aside from the fact that a hotwire can lay mines so that a chem warrior would either have to walk around or through them, the hotwire always has remotes. So someone not able to kill a chem warrior with a hotwire is probably more due to the lack of skill for said unit - same goes for the havoc. Though anyone can have a bad day and do really bad even if they're normally good. A person who doesn't know how to dodge a rocket can easily get killed in one hit with a rocket officer, so it doesn't exactly mean they're better than havocs. Just that the havoc isn't experience enough to know how dodge/hit things.
