
Subject: Re: So...Advantages, disadvantages..?
Posted by [Chimp](#) on Tue, 08 Jan 2008 03:26:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Mon, 07 January 2008 21:02MWright967 wrote on Mon, 07 January 2008 14:07argathol3 wrote on Mon, 07 January 2008 13:56Surth wrote on Mon, 07 January 2008 07:34Chemos are useless. end of story.

How long have you been playing this game you retard (don't say since it has hit the shelf because the next to zero probability of that is simply annoying)...Chems have their own use just like any other weapon in the game.

Watch this and think up some of your own ideas.
ftp://ftpfiles.ren-archive.com/Masters_City_Rushes.wmv

EVERY. SINGLE. WEAPON. Has a specific use, even if its very narrow in specifcs. Perfect example, the handgun. Its SUPPOSED to be the weakest weapon (Thats actually not technically true. It will do more damage with a headshot than a laser rifle shot does), but, it has unlimited ammo, and EVERYONE can use it. Its actually one of the best weapons, because its fast, you don't have to worry about ammo, and anyone can use it.

People don't seem to understand that no weapon 'sucks'. They each have a specific use, even if they aren't widely used.

No, this is where you're wrong
The rocket officer truely sucks. GDI's version is outstripped by Gunner in every way imaginable. Even Nod would be better off getting a laser weapon for longer distance or a shotgun/chemsprayer/volt for short range.

For the record, I don't count "I can't afford anything better" as a specific use.

Wrong.

The rockets on the Rocket Soldier, while yes it IS cheaper, are also slower, not only in firing speed but in air-flight-time.

Whats the advantage of this? It makes it FAR easier to lead the target on far away maps. With the faster rockets, you have to judge it far more precisely. With slower rockets, it makes it quite a bit easier.

Trust me, I think of this stuff.
