
Subject: Re: So...Advantages, disadvantages..?
Posted by [Dover](#) on Tue, 08 Jan 2008 03:32:27 GMT
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Bullshit. 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.
