
Subject: Re: So...Advantages, disadvantages..?
Posted by [Dover](#) on Tue, 08 Jan 2008 07:16:16 GMT
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MWright967 wrote on Mon, 07 January 2008 22:42(Bullshit spawned from Satan's anus)

Which is assuming that people use buggys on field, or use slow rockets over long distances, or that buggies regularly steer themselves into rockets, or that the above couldn't be accomplished to a greater effect by aiming closer to the brain-dead buggy with a gunner-rocket instead.

In any case, TIME FOR LOGICS!

- 1) In Renegade, rockets fly straight. There is no such thing as innaccuarcy. You hit what you aim for.
- 2) Normally, when people see rockets flying at them, they will attempt to dodge said rockets.
- 3) Fast rockets give less time to react than slow rockets, because fast rockets are faster.
- 4) Less dodging time = harder to dodge
- 5) Harder to dodge = better for the attacker
- 6) ???
- 7) Profit.

Given the above, Whatever bullshit you said was just that, bullshit. Let's not even get into the more damage, faster rate-of-fire, and faster reload time of Gunner rockets over regular rockets.
