
Subject: Re: So...Advantages, disadvantages..?
Posted by [Dover](#) on Tue, 08 Jan 2008 20:45:32 GMT
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MWright967 wrote on Tue, 08 January 2008 10:50Further bullshit

This is where AIMING comes into play! either way, if the vehicle is moving in a certain direction at a constant rate, you're going to have to lead with rockets. It's a question of how much you have to lead. Anything that the rocket officer can do, Gunner does better.

So I'll have to aim slightly closer to the vech? Big fucking deal. I'll manage.

As for the psychological effect, you may have a point, since when I see a rocket officer firing at me, I'm usually incapacitated for a few seconds from laughing so hard.
