
Subject: Re: So...Advantages, disadvantages..?
Posted by [BlueThen](#) on Wed, 09 Jan 2008 00:06:20 GMT
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MWright967 wrote on Tue, 08 January 2008 17:41sadukar09 wrote on Tue, 08 January 2008 16:24MWright967 wrote on Tue, 08 January 2008 16:22Dover wrote on Tue, 08 January 2008 15:45MWright967 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.

Whatever floats your little pink boat my friend. The psychological effect is the same either way.

Also, that was kind of the point of the fucking example. You HAVE to aim ahead. And what happens if the rate of them moving is less than your rocket...? You..... Don't hit them...AMAZING!

Please, try to not to be a dumb fuck and consider the possibility that someone other than you is right.
Dover is right, you are wrong.

Now see, thats the point of contention here. The TRUTH is, I'm right, Dover is wrong.

Sadukar09, please return to your underground dwelling to spend time with your freind Gollum.

No! I'M RIGHT! UR ALL WRUNG!
