
Subject: Re: So...Advantages, disadvantages..?
Posted by [Dover](#) on Wed, 09 Jan 2008 02:40:42 GMT
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MWright967 wrote on Tue, 08 January 2008 15:41 sadukar09 wrote on Tue, 08 January 2008 16:24
MWright967 wrote on Tue, 08 January 2008 16:22 Dover wrote on Tue, 08 January 2008 15:45
MWright967 wrote on Tue, 08 January 2008 10:50 Further 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.

MWight, the YCTAT Law states that you cannot troll a troll. So don't try.

Also, if you're right, and I'm wrong, explain why a gunner rocket cannot hit if you lead with the proper amount?

Look, it's okay to be new to Renegde. A lot of people on this forum haven't been playing for that long, and that number has only incresed after TFD came out. These people still struggle with basic concepts like Gunner > Rocket Officer, or that the stealth tank isn't really completely stealth. That's okay. We all learn in time, and that's what these forums are for. The truth is all we ask in return.

Come on, say it. "I dug myself into a hole making an absolute statement that didn't hold true. I was wrong. I'm sorry".
