
Subject: Re: So...Advantages, disadvantages..?
Posted by [Dover](#) on Wed, 09 Jan 2008 04:44:38 GMT
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MWright967 wrote on Tue, 08 January 2008 20:40Spoony wrote on Tue, 08 January 2008 22:37well, you could instead talk about strategies that work well if your opponent actually knows what they're doing... because they work against noobs too.

You fail to see the point of the argument. The discussion isn't about what's BEST overall. Obviously the gunner is useful in far more situations than the Rocket Soldier, or it would be pointless. However, I'm trying to prove here, that every weapon DOES have a purpose.

And I (And Spoony, and everyone else who has contributed to this thread minus you) are telling you this is falsehood. The rocket officer lacks a purpose. There is no conceivable situation where he would be the "best" choice.

Come to think of it, the flamethrower is also useless. It's outstripped by the chem sprayer in every way that the rocket officer is outstripped by gunner.

Arguably, the auto rifle is useless also. The LCG has about the same range, only with more damage to vehicles, burn damage against infantry, and a higher RoF.

Edit: How could I forget? The standard repair gun is made obsolete by the Hotwire/Technician version, which repairs twice as fast and at a longer range.
