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Subject: GDI Rocket Officer, Useless?

Posted by [terminator 101](#) on Tue, 07 Mar 2006 01:16:33 GMT

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Show me at least three good reasons why buy GDI Rocket Officer over Gunner, or at all.

Yes, it is cheaper, but only slightly so it is better to wait and get Gunner instead.

Yes, Gunner gives enemy more points when killed, but he can make up for it by doing lot more damage.

Do any of you ever use this unit? I use it, but only as a last resort.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Feetseek](#) on Tue, 07 Mar 2006 02:21:37 GMT

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Even if the rocket officer was all i could buy, i'd rather just be a soldier or Sydney. I personally don't like to use Gunners or Mini-Gunners except for Gunner rushes on C&C\_Mesa.

And nope... i can't think of any reasons for GDI rocket officer over Gunner.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [w0dka](#) on Tue, 07 Mar 2006 20:15:32 GMT

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Well...Gunner is maybe a good and cheap antivehicle Trooper sometimes he is even better then Sydney because rapidfires is funny against artis... but the GDI rocketofficer is really useless...maybe only if you now at the moment need something to blow up a vehicle

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Phazon87](#) on Tue, 07 Mar 2006 20:30:45 GMT

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Rocket Soldiers can be good at the start of the game (point whore off the Hand of Nod and Refinery for a while, and in groups even destroy it early), or if your refinery's destroyed and you have low money but need to counter some enemy tanks invading your base. Otherwise, Gunner's better.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Sniper\\_De7](#) on Tue, 07 Mar 2006 22:39:01 GMT

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There are plenty of pretty pointless units; the rocket officer being one of them. Among this group

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are Chem sprayers, tib sydneyes, and for killing tanks - patch/sbh/officers.  
I'd also say that a mobius/mendoza would be pretty pointless as well since you could do about the same damage with a mobius as you would with a gunner and the gunner is longer range. You could say the same with a PIC/rave but in combination with another vehicle, it adds damage (ie rave with light tank/apc)

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Alexraptor](#) on Tue, 07 Mar 2006 23:16:03 GMT  
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oh i dunno, ive found chem sprayer rather useful in c&c\_field  
the chem sprayer is nice in tunnels, when the enemy is close by, ive killed hotties and havoc's with it in one go. the chemical cloud does make it harder to target and also causes poisoning.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Sniper\\_De7](#) on Tue, 07 Mar 2006 23:44:26 GMT  
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sorry to revamp this point, but just because you kill a person with a said unit doesn't mean it's better. Aside from the fact that a hotwire can lay mines so that a chem warrior would either have to walk around or through them, the hotwire always has remotes. So someone not able to kill a chem warrior with a hotwire is probably more due to the lack of skill for said unit - same goes for the havoc. Though anyone can have a bad day and do really bad even if they're normally good. A person who doesn't know how to dodge a rocket can easily get killed in one hit with a rocket officer, so it doesn't exactly mean they're better than havocs. Just that the havoc isn't experience enough to know how dodge/hit things.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Phazon87](#) on Wed, 08 Mar 2006 21:57:50 GMT  
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Actually, Chem Warriors can survive a lot of C4, so they can kill Hotwires with relative ease.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Alexraptor](#) on Wed, 08 Mar 2006 22:00:15 GMT  
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thats fer shure, the chemical poisoning effect also seems greater than any of the other tiberium based weapons, but i cant say for shure, im just basing it on a visual observation.

Its fun spraying down a whole platoon of GDI troops just to have them run off and die somewhere of poisoning lol

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Sniper\\_De7](#) on Wed, 08 Mar 2006 23:11:10 GMT  
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that's to say just if the guy can't hit a chemical warrior in the head 6 times with a pistol, which is easy enough.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Goztow](#) on Thu, 09 Mar 2006 08:03:41 GMT  
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Sniper\_De7 wrote on Wed, 08 March 2006 18:11that's to say just if the guy can't hit a chemical warrior in the head 6 times with a pistol, which is easy enough.  
A chem warrior has a very big head...

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Herr](#) on Thu, 09 Mar 2006 08:49:01 GMT  
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I have been in several situations that on C&C Complex the only buildings we had were NOD ref and GDI ref. Hehe a huge pointwhore started with gunners shooting ref from the center of the map. imagine a serv with 32 players. We won in points though

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Dave Mason](#) on Thu, 09 Mar 2006 09:51:59 GMT  
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Goztow wrote on Thu, 09 March 2006 08:03Sniper\_De7 wrote on Wed, 08 March 2006 18:11that's to say just if the guy can't hit a chemical warrior in the head 6 times with a pistol, which is easy enough.  
A chem warrior has a very big head...

That was the most useless comment I've ever read.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Carrierll](#) on Thu, 09 Mar 2006 12:43:26 GMT  
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as something for an early rush then it's good.  
as for a quick buy thing it's alright  
but as a long term character then no.  
and TAR sidneys are as annoying as hellll

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [flyingfox](#) on Mon, 13 Mar 2006 19:47:52 GMT  
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rocket officers WERE useful when n00bstories ran the mod that got the rockets seeking. I headshot countless people, including many good snipers and bunny-hoppers, with rockets because of the seeking ability. They also became useful against vehicles, but not aircraft. On City Fly, you could get a rocket officer at the start, hit enemies from your side of the battle area and do damage to early humvees/buggies.

When that server again runs the mod with the planned fixes, they will again be useful. Until then, they're a poor unit that you should generally avoid.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Aircraftkiller](#) on Tue, 14 Mar 2006 01:13:49 GMT  
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HerrKealf wrote on Thu, 09 March 2006 03:49I have been in several situations that on C&C Complex the only buildings we had were NOD ref and GDI ref. Hehe a huge pointwhore started with gunners shooting ref from the center of the map. imagine a serv with 32 players. We won in points though

Remember, it's Nod, not NOD.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Alexraptor](#) on Tue, 14 Mar 2006 01:32:42 GMT  
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NOD! NOD! NOD! NOD! NOD! NOD! NOD! NOD!

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [terminator 101](#) on Tue, 14 Mar 2006 03:18:35 GMT  
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Please get back on topic.  
Anyway, I think that Westwood has given Rocket Officer to GDI because Nod also has Rocket Officer, and they did not know what unit to put in there instead.

Subject: Re: GDI Rocket Officer, Useless?  
Posted by [superj69](#) on Tue, 14 Mar 2006 05:12:31 GMT  
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Aircraftkiller wrote on Mon, 13 March 2006 19:13HerrKealf wrote on Thu, 09 March 2006 03:49I have been in several situations that on C&C Complex the only buildings we had were NOD ref and GDI ref. Hehe a huge pointwhore started with gunners shooting ref from the center of the map. imagine a serv with 32 players. We won in points though

Remember, it's Nod, not NOD.

who cares what people capitalize in it as long as it has "n" "o" and "d" in that order. Nod NOD NOD nOd NoD nOD noD.As long as people know what it is.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [terminator 101](#) on Tue, 14 Mar 2006 21:37:24 GMT  
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He cares. Why? I have no idea.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [\\$c0p3](#) on Wed, 15 Mar 2006 03:01:06 GMT  
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Sniper\_De7 wrote on Tue, 07 March 2006 17:39There are plenty of pretty pointless units; the rocket officer being one of them. Among this group are Chem sprayers, tib sydney's, and for killing tanks - patch/sbh/officers.

I'd also say that a mobius/mendoza would be pretty pointless as well since you could do about the same damage with a mobius as you would with a gunner and the gunner is longer range. You could say the same with a PIC/rave but in combination with another vehicle, it adds damage (ie rave with light tank/apc)

I was going to say something like that.

Anyways, I never use rocket soldier officers unless I want to fuck around/act like noob/you guys because it's entirely pointless. In AOW most infantry units are useless. Snipers are fine, rave/PICs are usually useful & of course techs/hotties, but that's usually it. You might sometimes use a gunner, but that's it (unless you don't know how to play).

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Spoony](#) on Sat, 18 Mar 2006 16:22:35 GMT  
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Sniper\_De7 wrote on Tue, 07 March 2006 17:44sorry to revamp this point, but just because you

kill a person with a said unit doesn't mean it's better.

I believe this quote should be displayed in huge flashing letters in a popup message for everyone who enters the Tactics section, it amazes me that nobody gets it. "I killed an apache with a Patch, so obviously the patch is a very good anti-air unit!" seriously, wtf?

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [danpaul88](#) on Sat, 18 Mar 2006 16:33:39 GMT

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I once killed a havoc with full health as an engineer using only my pistol... does that make an engineer with a pistol a good anti-sniper unit? no, it makes the havoc a n00b

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Spoony](#) on Sat, 18 Mar 2006 17:07:53 GMT

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\$c0p3 wrote on Tue, 14 March 2006 21:01In AOW most infantry units are useless. Snipers are fine, rave/PICs are usually useful & of course techs/hotties, but that's usually it. You might sometimes use a gunner, but that's it (unless you don't know how to play).  
agreed with that. Other than snipers and hotwires/techs, and sometimes raves/Pics, infantry simply do not compare to tanks in terms of usefulness.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [PlastoJoe](#) on Tue, 21 Mar 2006 06:45:23 GMT

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Don't discount Rocket Officers completely. If your Refinery is the first to go down, their usefulness increases significantly since they're cheaper than Gunners. And if I'm not mistaken, Gunner is a slightly bigger target than any of the others.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Feetseek](#) on Tue, 21 Mar 2006 07:45:14 GMT

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Yep, he is HUGE! But still, i would rather wait for a couple of minutes repairing buildings and earning money than using a rocket officer.

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Subject: Re: GDI Rocket Officer, Useless?

Posted by [Deathgod](#) on Thu, 23 Mar 2006 07:09:54 GMT

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Grenadiers do most of what the rocket officer can do, and they're free (and come with more ammo) so you can save for a Gunner. GG rocket officer.

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Subject: Re: GDI Rocket Officer, Useless?  
Posted by [Dover](#) on Thu, 23 Mar 2006 19:50:04 GMT  
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Useless? Yes. Yes they are. Gunner, if available, will ALWAYS be better than the rocket officer.

In all my renegade playing experiance, I've used to rocket officer once, when every building on C&C\_islands was dead, and I didn't have the time or patience to wait to get enough points for gunner. It didn't matter. I got sniped...

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