
Subject: Nod Rocket Soldier Rushes

Posted by [Chimp](#) on Fri, 18 Jan 2008 02:08:29 GMT

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Has anyone ever done a successful Nod Rocket Soldier rush? Its a lot worse of course, but does anyone have any footage of one actually working? It kind of suprising me people don't do it more often for points, or just to get the enemy's mind off other things.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [bisen11](#) on Fri, 18 Jan 2008 02:16:17 GMT

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I think it's worked once out of the many many many games I've played. (ofcourse it isn't used very often)

Subject: Re: Nod Rocket Soldier Rushes

Posted by [F1r3st0rm](#) on Fri, 18 Jan 2008 05:41:48 GMT

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MWright967 wrote on Thu, 17 January 2008 21:08Has anyone ever done a successful Nod Rocket Soldier rush? Its a lot worse of course, but does anyone have any footage of one actually working? It kind of suprising me people don't do it more often for points, or just to get the enemy's mind off other things.

You gotta be pretty desperate or something to do that kinda rush. That's why you rush with chems cuz chems > nod rocket soldiers.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Chimp](#) on Fri, 18 Jan 2008 05:48:58 GMT

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F1r3st0rm wrote on Thu, 17 January 2008 22:41MWright967 wrote on Thu, 17 January 2008 21:08Has anyone ever done a successful Nod Rocket Soldier rush? Its a lot worse of course, but does anyone have any footage of one actually working? It kind of suprising me people don't do it more often for points, or just to get the enemy's mind off other things.

You gotta be pretty desperate or something to do that kinda rush. That's why you rush with chems cuz chems > nod rocket soldiers.

On maps with Base Defenses...? Oooooookayyyyyy.....

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Starbuzz](#) on Fri, 18 Jan 2008 08:12:55 GMT

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There are some infantry characters in Renegade that are not even worth talking about.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Chimp](#) on Fri, 18 Jan 2008 08:30:19 GMT

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Starbuzz wrote on Fri, 18 January 2008 02:12: There are some infantry characters in Renegade that are not even worth talking about.

They're the only characters which use rockets for NOD. They're good for the tunnels in Field, and other stuff.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [GEORGE ZIMMER](#) on Fri, 18 Jan 2008 09:57:43 GMT

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I'd rather see a raveshaw rush.

For some reason, seeing a 5 foot tall asian guy cloned 10 times or so shooting at a building sounds hilarious.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Chimp](#) on Fri, 18 Jan 2008 10:22:24 GMT

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Cabal8616 wrote on Fri, 18 January 2008 20:57: I'd rather see a raveshaw rush.

For some reason, seeing a 5 foot tall asian guy cloned 10 times or so shooting at a building sounds hilarious.

He seems more spanish to me.....

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Starbuzz](#) on Fri, 18 Jan 2008 14:08:41 GMT

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MWright967 wrote on Fri, 18 January 2008 02:30: Starbuzz wrote on Fri, 18 January 2008 02:12: There are some infantry characters in Renegade that are not even worth talking about.

They're the only characters which use rockets for NOD. They're good for the tunnels in Field, and other stuff.

Yeah, but Nod rockets are a piece of shit. For the 225 credits you would waste on him, I would rather save it up for SBH or LCG.

See, you have to think about the duration of a character over the course of the game. Can you use the Rocket Officer well throughout the game? No. He is crap. Useless.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [The Elite Officer](#) on Fri, 18 Jan 2008 18:50:41 GMT

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Are we talking about unit whoring or building destroying?

The RSO is only good with infantry and vechs from distances and hitting things from inside the base, partly because of the splash damage. Other than that, they are only good for hitting buildings as long as you have another infantry thing with them. If just 6 of them were rushing and you ran up against some soliders, then the rocket lanucher does not fire fast enough to hit the solider. As where the gunner rockets hit just fine and fast. (Fast and Furious) So I do get them for small areas (tunnels) or where I can hit a building easily, camping in the small upper level in the buildings in C&C city, or by killing an apc of tank that is infantry whoring inside the base when the obby is down.

File Attachments

1) [BrokenAI.jpg](#), downloaded 1441 times



Subject: Re: Nod Rocket Soldier Rushes

Posted by [trooprm02](#) on Fri, 18 Jan 2008 20:30:57 GMT

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You're some kind of dumb.

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Sccrscorer](#) on Wed, 23 Jan 2008 19:31:57 GMT

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dude nice superbodies?

Subject: Re: Nod Rocket Soldier Rushes

Posted by [trooprm02](#) on Wed, 23 Jan 2008 20:51:38 GMT

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Sccrscorer wrote on Wed, 23 January 2008 13:31dude nice superbodies?

Its not superbodies. Your thinking big hit box hacks, but its not either because his aimer is inside the target box, at a weird angle, its an easy glitch which just looks funny

Subject: Re: Nod Rocket Soldier Rushes

Posted by [Sccrscorer](#) on Wed, 23 Jan 2008 21:27:12 GMT

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o durr didnt see the dot on the rocket soldier. whips

Subject: Re: Nod Rocket Soldier Rushes

Posted by [trooprm02](#) on Wed, 23 Jan 2008 22:19:49 GMT

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Subject: Re: Nod Rocket Soldier Rushes

Posted by [Veyrdite](#) on Fri, 15 Feb 2008 06:20:25 GMT

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Definitely Spanish.

For the rocket-launcher to be useful it really needs faster-moving projectiles. Or double-damage. That would make it useful. A sniper rifle does more damage to a light-skinned vehicle than a rocket launcher does, another reason its near-useless.

Subject: Re: Nod Rocket Soldier Rushes
Posted by [Jamie or NuneGa](#) on Fri, 15 Feb 2008 17:29:45 GMT
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I prefer a good old fashioned rav rush

Subject: Re: Nod Rocket Soldier Rushes
Posted by [renalpha](#) on Mon, 18 Feb 2008 19:01:05 GMT
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Imao
i was actually even thinking that raveshaw was osama bin laden
when he was still friends with the US
