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Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 18:14:00 GMT

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"Hoping strafe" helps me a lot since Quake 2. If you begin to crouch, you become too slow and easy target. Also, gunner's splash damage sucks, and you have to hit the target in order to make some real damage. It's only possible in close range combat. That makes gunner almost useless against infantry.

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