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Subject: Re: Little "trial" on n00bstories servers - might be of general interest  
Posted by [Lijitsu](#) on Fri, 10 Feb 2006 19:52:20 GMT

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m1a1\_abrams wrote on Fri, 10 February 2006 14:39 Well you're half right. You have to factor in the skill of the tank driver at least. If the driver sucks, then sure you can kill him with Laser Chaingunner... but you could probably kill him with Chem Warrior too, lol. Laser Chaingunner still sucks as a unit in the field. There isn't really any skill that enables you to dodge tank shells though... it's more the driver being a poor shot if he misses at medium-close range... and at long range, well, the tank just drives closer to you. The projectile is too big and you're too slow, it's not like strafing sniper bullets in the tunnels.

Uh. Actually. There is a skill that allows you to dodge tank rounds. It's called timing the rounds. If you time your jumps properly, you can dodge tank rounds with no problem. I should know, I dodge them all the time.

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