
Subject: Re: gunner & laser chaingunner - vehicle kill stats

Posted by [Sniper_De7](#) on Fri, 02 Feb 2007 13:40:50 GMT

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no, the gunner is better, there is no debate. If you're close enough with a gunner as you would need to be with a laser chain gunner, then you shouldn't miss, and as seen the lcg is only marginally better, and only the respects of over time, which is generally useless because you're not going to live against a full health tank unless the tank was really bad. or unless you're far enough away from the tank that you can shoot them without them firing back at you which is why gunners can even be better than pics in some regards. Say in field when you lost the warfactory, it's better that you attack flame tank rushes or stank rushes before they reach your base so that at least by the time they get to teh AGT they don't have 7 flame tanks all ready to attack. Now if you had LCGs you would have to wait till they come up right up to you. Not only are gunners better against tanks though, but they're good against infantry if you know hwo to use them. Good deal for 400 credits i think
