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Subject: Gunner or Solo?

Posted by [-Tech-](#) on Tue, 10 Jun 2003 21:14:05 GMT

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Controlling the gun yourself and letting a gunner do it for you are two VERY different things. You know where you're going next, so you can compensate for that and move the turret accordingly. An independent gunner cannot, so of course it's going to be harder for them to hit anything, and if you're driving is very erratic then it IS a lot harder to hit anything.

Real-world armored vehicles have automatic stabilization systems that keep the gun and turret centered while the vehicle is moving, hell, so do HALO vehicles. Renegade vehicles do not.

Of course, there's always the newbies who get in to the turret in the middle of your base and start swiveling and shooting randomly. THOSE I kick out. Makes me glad the Stealth Tank only carries one.

Oh, and my best was me in my Med. I took down an APC and two Stealths on my own, and only took damage from the APC. The Stealths retreated almost all the way back to their base without firing a shot hoping to stay hidden and got blown away for their troubles. I learned a lot about Stealth hunting that day hehe.

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