Subject: Re: LCG vs Gunner
Posted by snpr1101 on Mon, 22 Mar 2010 06:09:29 GMT

Kimb wrote on Sun, 21 March 2010 10:08snpr1101 wrote on Sun, 21 March 2010 08:43LCG vs Gunner:

Depends on the range between them.

If we were talking about a distance such as - the distance between the two tunnels leading to the Nod base on Field, then i'd want to be LCG for sure.

Personally, the strategy I use for gunner is to aim at the ground as close to the player as possible, thus as the distance between you and the opponent increases, the harder it gets to land rockets in that area consistently.

I think LCG wins out in all situations, really. Even in close range, why not rush the gunner so the splash damages him as well. I think you have to get lucky with some direct rocket hits to beat an opposing LCG as gunner, providing both players are equally skilled.

I agree with that, but i havent seen the LCG as much as ive seen gunner. People like gunner more for a reason i think

Because in large AOW scenarios, your survivability drops dramatically; thus you want to do as much damage to as many people as quickly as possible. Get in, do damage, get out.

The Gunner is the fastest way to achieve this, fire a rocket, hug a wall.

For obvious reasons, LCG cannot do this.