
Subject: gunner & laser chaingunner - vehicle kill stats

Posted by [flyingfox](#) on Fri, 18 Jun 2004 02:41:03 GMT

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Concluding from the other topic, here are the vehicle kill ammo cost/time to kill stats for each character against vehicle with the help of FUD's info pages. Assuming every shot hits and is constant:

Laser chaingunner

Mammoth -- 350 - 400 bullets - 43 seconds (roughly)

Medium Tank -- 250 bullets - 29 seconds

MRLS -- 126 bullets - 14 seconds

APC -- 188 bullets - 20.5 seconds

Hummvee -- 94 bullets - 9.4 seconds

Gunner

Stealth Tank -- 11-12 rockets - 15 seconds

Light Tank -- 17 rockets - 23 seconds

Flame Tank -- 24 rockets - 32 seconds

Artillery -- 11 rockets - 14 seconds

APC -- 17 rockets - 23 seconds

Buggy -- 7 rockets - 8.8 seconds

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Remember,

Reload time is 1.73 seconds for the chaingunner, and 2.80 for gunner.

The mammoth tank heals its-self after half of the damage has been done, so you can't really give an exact time or bullet count there and I'm too lazy to make it more accurate. (and YOU are probably lazy if you want a more accurate time )

Useful information from this:

In 10 seconds, Gunner can do 304 damage to light armour, as opposed to 320 damage to light armor in 10 seconds with the chaingunner. However, Gunner can do more damage in 1 clip than the chaingunner can do in the equivalent time. This means, in 6 seconds, gunner will have fired off a whole clip and done 228 damage to light armour, whereas in 6 seconds, the chaingunner will have done 192 damage.

This means that their usefulness is arguable, but what it also means is that more Gunners grouped will do more damage in less time than the same amount of grouped laser chaingunners.

To break this down, if you have 3 gunners firing at a hummvee, whilst 3 laser chaingunners attack a hummvee, the gunners will destroy their hummvee in less time.

But, As a single chaingunner, you'll blow up a hummvee quicker than a single Gunner can.

Soooo..... against 1 hummvee, you'll want a laser chaingunner to defend against it. But against 2 hummvees, you'd favour 2 gunners instead of 2 chaingunners to take them out. If you're anal, it will take the chaingunners 2.8 more seconds to finish the second hummvee. Remember, a hummvee has 50 more points of armour than a buggy, so this is in a theoretical situation against 2 stolen hummvees if you and someone else were the Gunners.

A light tank has the same defense against a gunner as an APC does.

This relates to light armour. You can find out for yourself the damage relations against medium and heavy armour.

(priestofb, if you're reading this, you'll see your 'clips to kill' against a mammoth with a laser chaingunner is wrong. )