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Subject: LCG vs Gunner

Posted by [RoCk2Star](#) on Wed, 14 Oct 2009 14:16:35 GMT

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Which one is better in your opinion ?

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Subject: Re: LCG vs Gunner

Posted by [Hitman](#) on Wed, 14 Oct 2009 14:26:03 GMT

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gunner

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Subject: Re: LCG vs Gunner

Posted by [Goztow](#) on Wed, 14 Oct 2009 15:09:39 GMT

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Hitman wrote on Wed, 14 October 2009 16:26gunner

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Subject: Re: LCG vs Gunner

Posted by [CarrierII](#) on Wed, 14 Oct 2009 15:40:47 GMT

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Goztow wrote on Wed, 14 October 2009 16:09Hitman wrote on Wed, 14 October 2009 16:26gunner

Unless you're Nod, in which case your options are pretty much limited to the LCG.

Yeah, Gunner all the way.

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Subject: Re: LCG vs Gunner

Posted by [ArtyWh0re](#) on Wed, 14 Oct 2009 17:10:28 GMT

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For me overall it is the LCG but I like both at different times.

I least prefer to fight agaisnt a Gunner with infantry as they can hs you pretty quickly with super fast rockets and thier range is very long as well.

The LCG does not have projectiles so does not need to travel in order to hit its target. Meaning it is hard to miss with it.

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But if I was facing a n00bjet I would prefer to be Gunner.

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Subject: Re: LCG vs Gunner

Posted by [Nukelt15](#) on Wed, 14 Oct 2009 17:46:47 GMT

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Gunner is usually the better character because the rocket launcher is usually the better weapon; it lets you snap-fire from behind cover without giving up most of your damage output. LCG does have an advantage against aircraft though, on account of its being impossible to miss with.

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Subject: Re: LCG vs Gunner

Posted by [liquidv2](#) on Wed, 14 Oct 2009 23:37:10 GMT

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if you can aim with a lcg you can fuck infantry up a lot more easily than you'd think

gunner's definitely better though; he should be 450 and patch should be 400 because patch is a retard

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Subject: Re: LCG vs Gunner

Posted by [ErroR](#) on Thu, 15 Oct 2009 12:45:09 GMT

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liquidv2 wrote on Thu, 15 October 2009 02:37gunner's definitely better though; he should be 450 and patch should be 400 because patch is a retard  
agreed

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Subject: Re: LCG vs Gunner

Posted by [Hitman](#) on Thu, 15 Oct 2009 20:59:39 GMT

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patches can fuck any infantry up from close, about as deadly as a mobius... but it doesn't really have much use in a game as far as im concerned

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Subject: Re: LCG vs Gunner

Posted by [Nukelt15](#) on Fri, 16 Oct 2009 05:05:30 GMT

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Patches can fuck up infantry from a lot farther away than Mobius can. Flechette is a mean little

---

piece of work, it's just totally worthless against vehicles- which isn't true of LCG, Gunner, or even the SBH. If you're fighting mostly infantry, you'd be better off picking Patch over Gunner, but the big black Brit is a much better general purpose choice.

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Subject: Re: LCG vs Gunner  
Posted by [GEORGE ZIMMER](#) on Fri, 16 Oct 2009 05:13:56 GMT  
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I personally prefer LCG, but Gunner's nice if you can use him right.

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Subject: Re: LCG vs Gunner  
Posted by [RoCk2Star](#) on Fri, 16 Oct 2009 08:03:06 GMT  
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Well in my opinion gunner is better at closer battles due to the splash and rof while at longer range you can dodge rocket. Lcg wins at long range battles due to dps and accuracy.

But i'd prefer gunner cause its more use full in most situations.

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Subject: Re: LCG vs Gunner  
Posted by [LeeumDee](#) on Fri, 16 Oct 2009 09:06:11 GMT  
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I prefer LCG, as I think it was mentioned before that they have no projectile and thus much easier to control and kill infantry at pretty much any range.

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Subject: Re: LCG vs Gunner  
Posted by [RoCk2Star](#) on Fri, 16 Oct 2009 10:50:09 GMT  
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Which one does more DPS ? Think gunner...not sure?

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Subject: Re: LCG vs Gunner  
Posted by [ErroR](#) on Fri, 16 Oct 2009 12:18:28 GMT  
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i can't really say, because in rxd gunner and sbh were disabled on non base defence maps (which were most) but it REALLY depends on the position of the enemy, LCG wins on long range and gunner at short range

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Subject: Re: LCG vs Gunner  
Posted by [EaZiE](#) on Tue, 02 Mar 2010 14:33:00 GMT  
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liquidv2 wrote on Wed, 14 October 2009 18:37if you can aim with a lcg you can fuck infantry up a lot more easily than you'd think

gunner's definitely better though; he should be 450 and patch should be 400 because patch is a retard

Patch is under rated. Not in competative games but vs infantry.

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Subject: Re: LCG vs Gunner  
Posted by [Poobuh](#) on Wed, 03 Mar 2010 05:44:56 GMT  
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I like LCG Better accually, cuz its good for people who are used to aimng at the head. Rapid Headshot with LCG, GG.

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Subject: Re: LCG vs Gunner  
Posted by [liquidv2](#) on Thu, 04 Mar 2010 02:02:55 GMT  
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true, but you cannot headshot a tank

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Subject: Re: LCG vs Gunner  
Posted by [archerman](#) on Tue, 09 Mar 2010 20:39:43 GMT  
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lcg is cooler and fun to use imo. but obviously gunner is the better one.

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Subject: Re: LCG vs Gunner  
Posted by [Poobuh](#) on Wed, 10 Mar 2010 01:18:11 GMT  
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liquidv2 wrote on Wed, 03 March 2010 20:02true, but you cannot headshot a tank  
True but gunner isn't as accurate and that doesn't mean LCGs rapid fire won't do anything against tanks

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Subject: Re: LCG vs Gunner

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Posted by [anant](#) on Sun, 14 Mar 2010 00:39:57 GMT

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liquidv2 wrote on Wed, 03 March 2010 20:02true, but you cannot headshot a tank  
Its been done

/sarcasm

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Subject: Re: LCG vs Gunner

Posted by [HaTe](#) on Sun, 14 Mar 2010 19:07:50 GMT

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Poobuh wrote on Tue, 02 March 2010 23:44I like LCG Better actually, cuz its good for people who are used to aimng at the head. Rapid Headshot with LCG, GG.  
So hs with a gunner if you are used to aiming at head. Turn n30 on, and it's just as easy with a irocket launcher as a LCG..

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Subject: Re: LCG vs Gunner

Posted by [SSADMVR](#) on Mon, 15 Mar 2010 14:57:33 GMT

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A gunner vs inf. in close quarters is pretty much the best thing ever.

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Subject: Re: LCG vs Gunner

Posted by [GEORGE ZIMMER](#) on Mon, 15 Mar 2010 19:45:54 GMT

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SSADMVR wrote on Mon, 15 March 2010 08:57A gunner vs inf. in close quarters is pretty much the best thing ever.

OBJECTION!

Shotgunners do this better. Can rape a havoc if you're good enough.

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Subject: Re: LCG vs Gunner

Posted by [SSADMVR](#) on Mon, 15 Mar 2010 21:43:26 GMT

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Gunners can rape havocs too.

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Subject: Re: LCG vs Gunner

Posted by [Sean](#) on Wed, 17 Mar 2010 15:18:48 GMT

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LeeumDee wrote on Fri, 16 October 2009 04:06I prefer LCG, as I think it was mentioned before that they have no projectile and thus much easier to control and kill infantry at pretty much any range.

^that

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Subject: Re: LCG vs Gunner  
Posted by [HaTe](#) on Thu, 18 Mar 2010 01:02:32 GMT  
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Azazel wrote on Wed, 17 March 2010 09:18LeeumDee wrote on Fri, 16 October 2009 04:06I prefer LCG, as I think it was mentioned before that they have no projectile and thus much easier to control and kill infantry at pretty much any range.

^that  
is bullshit.

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Subject: Re: LCG vs Gunner  
Posted by [snpr1101](#) on Sun, 21 Mar 2010 07:43:38 GMT  
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LCG 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.

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Subject: Re: LCG vs Gunner  
Posted by [zeratul](#) on Sun, 21 Mar 2010 09:08:28 GMT  
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For infantry/Light Armored Vehicles LCG

For ANY Vehicles Gunner

This is my choice for i am not that good at shooting infantry with gunner... also Nod is my favorite team and always has been since C&C Dawn

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Subject: Re: LCG vs Gunner

Posted by [Kimb](#) on Sun, 21 Mar 2010 16:08:50 GMT

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

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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

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Subject: Re: LCG vs Gunner

Posted by [snpr1101](#) on Mon, 22 Mar 2010 06:09:29 GMT

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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.

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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.

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Subject: Re: LCG vs Gunner  
Posted by [GEORGE ZIMMER](#) on Mon, 22 Mar 2010 15:08:00 GMT  
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Gunner is more effective up close, actually...

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Subject: Re: LCG vs Gunner  
Posted by [badam](#) on Sun, 18 Apr 2010 04:38:57 GMT  
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I prefer the LCG in most situations, The only times I really prefer a Gunner is against flamers, mammys and buildings. For the other tanks with gunner if the tank driver is decent they will be able to dodge the missiles fast enough and up close vs infantry is just messy with all the jumping around. Although the Gunner is almost always awesome as a group except against some good snipes, but everything else they will mess up.

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Subject: Re: LCG vs Gunner  
Posted by [liquidv2](#) on Sun, 18 Apr 2010 06:07:01 GMT  
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if you can hit a moving target use a gunner  
if not use a lcg until you can

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Subject: Re: LCG vs Gunner  
Posted by [InternetThug](#) on Sun, 18 Apr 2010 06:35:31 GMT  
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gunner .. hes black

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Subject: Re: LCG vs Gunner

Posted by [zeratul](#) on Sun, 18 Apr 2010 06:43:07 GMT

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Ralph wrote on Sun, 18 April 2010 00:35gunner .. hes black  
good god it took this long for that to be said?

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Subject: Re: LCG vs Gunner

Posted by [SPIKDUM](#) on Tue, 20 Apr 2010 19:15:52 GMT

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gunner isn't black, he's a pirate.

also, you can't gunnerrush with lcg's, or pop out from a corner and fire a rocket in someone's face.  
also, gunner is superior in tunnels BOTH in close quarters AND at a distance, which the  
shotgunner isn't. plus, gunners are excellent in AOW for fucking up arties in the early phases of  
just about any map, due to their excellent range. LCGs can't hit the meds from the nod side of the  
field, gunners can hit arties from the GDI side though for instance.  
gunners are extremely versatile, LCGs not so much

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