Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Mon, 23 Sep 2002 09:06:00 GMT

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Here is a simple strategy I use when I am a Gunner or LCG BH. When you're on a map where you can get close to an enemy tank without getting killed on the way towards them, start shooting at the tank and do a circle-strafe on them. If you're good you can nearly avoid their fire and take minimal damage. This works especially well on MRLS's when you are a LCG BH, since they cannot target you when you are so close to them. I have taken out many tanks and vehicles this way, even hummers and buggies. APC's are probably the hardest to take out since they can move fast and usually end up running you over. But nonetheless, the strategy is a good one. Also, as the vehicle nears death, make sure you aim at center mass of it so when it explodes you will be aimed in on the occupant.Be warned though, if the tank driver has good skills he will anticipate your movement and get you. You have to randomize your movements and keep 'em guessing.P.S. Don't get too close with Gunner because his rocket can do splash damage to you. And make sure you hit reload before taking on a tank, nothing worse than having to reload in middle of a firefight.

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Mon, 23 Sep 2002 09:11:00 GMT

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Yes, this works all too well!

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Tue, 24 Sep 2002 14:16:00 GMT

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Laser chain BH are one of the best anti armor troops in the game. They tear through armor like a fat guy at a hot dog eating contest. Get 2 or 3 and you can stop most armor rushes. Uses up ammo fast though.

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Wed, 25 Sep 2002 07:31:00 GMT

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They are particularly effective against those pesky MRLS's and Hummers.

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Wed, 25 Sep 2002 07:45:00 GMT

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Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Wed, 25 Sep 2002 09:40:00 GMT

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Yeah I love toasting a Hummer trying to run me over. I'm doing strafing circles around him and he's trying to run me over. This works especially well when you are close to the Hummer and the Laser Chain Gun is chewing him up because his turning radius is larger than yours. It's hilarious because they don't stop trying to run you over and you know they're like WTF? Why can't I run this guy over? Muhahahahaha

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Wed, 25 Sep 2002 10:19:00 GMT

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quote:Originally posted by JeffLee67:Yeah I love toasting a Hummer trying to run me over. I'm doing strafing circles around him and he's trying to run me over. This works especially well when you are close to the Hummer and the Laser Chain Gun is chewing him up because his turning radius is larger than yours. It's hilarious because they don't stop trying to run you over and you know they're like WTF? Why can't I run this guy over? Muhahahahahahahahost funny thing in that scenario is that they are so busy trying to run you over (and fail), they forget to use the gun they have

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Sat, 28 Sep 2002 05:50:00 GMT

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I prefer the SBHlaser over a mobius or Mendoza only because they are cheaper.....but they also almostpack the same amount of damage!

Subject: Strategy for Gunner/LCG BH

Posted by Anonymous on Sun, 29 Sep 2002 00:32:00 GMT

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quote:Originally posted by DBB:I prefer the SBHlaser over a mobius or Mendoza only because they are cheaper.....but they also almostpack the same amount of damage!also they have a greater range and less revealable, mobuises gun makes it visable from a mile away its that bright, in well liv maps the LCGBH is quite hard to find.