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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.

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