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Subject: Chinook

Posted by [Anonymous](#) on Tue, 12 Mar 2002 15:36:00 GMT

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I prefer Gunner mainly because I played the rocket soldier alot in TFC. Same close quarter combat rule will apply: jump before you shoot. This way the rockets are angled down and if they miss they will still hit the ground near the target and do splash damage. Otherwise the rockets fly past the target and do nothing. Though splash damage in renegade is pretty much nil.

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