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Subject: how are patch chaingunlaser better then officer and stealth

Posted by [Anonymous](#) on Wed, 06 Mar 2002 23:07:00 GMT

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Gunner would probably be my only exception to the one hit missile kill, and Stealth black hand for just beacon planting/camping. I'd still do about the same with a normal rocket soldier though, and in the beta I would constantly play whole hours just as a machine gunner as Nod or GDI and get like 20+ kills in tunnels and maps alone. I don't gatling machine gun anymore unless I'm low on cash and I'm going on a beacon run with someone else. The gatling is far too precise where as I thought it should have a more wider cone of fire. It's basically the auto rifle but with more powerful/precise sniping capability.

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