
Subject: Re: Little "trial" on n00bstories servers - might be of general interest
Posted by [Renegade](#) on Fri, 10 Feb 2006 19:54:14 GMT

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Lijitsu wrote on Fri, 10 February 2006 14:52m1a1_abrams wrote on Fri, 10 February 2006 14:39Well you're half right. You have to factor in the skill of the tank driver at least. If the driver sucks, then sure you can kill him with Laser Chaingunner... but you could probably kill him with Chem Warrior too, lol. Laser Chaingunner still sucks as a unit in the field. There isn't really any skill that enables you to dodge tank shells though... it's more the driver being a poor shot if he misses at medium-close range... and at long range, well, the tank just drives closer to you. The projectile is too big and you're too slow, it's not like strafing sniper bullets in the tunnels. Uh. Actually. There is a skill that allows you to dodge tank rounds. It's called timing the rounds. If you time your jumps properly, you can dodge tank rounds with no problem. I should know, I dodge them all the time.

Also though, a smart person in the tank will realize your dodging everything and mix up his tank shells. A guy did this today on Xpahze, he was an SBh, I was a med tank. It was fun for him, till I realized he was timing my attacks, I ended up pingging him in the head

I still say, from a medium distance Person not with tank < Person with tank.
