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Subject: Re: Gunners...N00b? or Smart?

Posted by [Dover](#) on Fri, 24 Mar 2006 17:18:38 GMT

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True, if you actually hit your enemys instead of relying on splash damage, you get a massive amount of kills. The rocket officer is too weak and slow for doing that, so the only viable choice is gunner.

Besides, he's cheaper (And therefore more expendable) than a pic, and he has much longer range.

All hail Gunner!!

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