LCG vs Gunner:

Depends on the range between them.

If we were talking about a distance such as - the distance between the two tunnels leading to the Nod base on Field, then i'd want to be LCG for sure.

Personally, the strategy I use for gunner is to aim at the ground as close to the player as possible, thus as the distance between you and the opponent increases, the harder it gets to land rockets in that area consistently.

I think LCG wins out in all situations, really. Even in close range, why not rush the gunner so the splash damages him as well. I think you have to get lucky with some direct rocket hits to beat an opposing LCG as gunner, providing both players are equally skilled.