
Subject: GUNNER: the best character?

Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:40:38 GMT

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There is no best all round....

Gunner can take a building on his own, but I find he can't do much to other infantry. I have personally fought back Artillery with Gunner, but if I had Artillery, Gunner would be no problem...

Snipers are great, but they are meant to hide, and shoot from nowhere. They're ok against tanks, but better to get the engineer hiding behind.

Black hand with chain gun, great for standing in the middle of it all and bringing on the pain.

Black hand with stealth... Nuclear strike beacon!

Hotwire/technician, great if you can use them properly. They can swing the tide of battle.
