
Subject: GUNNER: the best character?

Posted by [Deathgod](#) on Tue, 06 Jul 2004 06:08:38 GMT

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Jzinskyl did too, there shouldn't have been any lag as it was 1v1, and we don't know any cheats.

This is a major problem by the look of it, you're saying it would take a clip and a half to kill, I'm saying about 8 bullets, and I've been killed in 2 from a Hotwire...

I'm not saying you're wrong, but what's going on?

What's going on is that you're retarded. Nowhere on my site does it say it will take a clip and a half to kill an infantry unit. The number of shots needed is clearly calculable based on the information available on our site. If you can't figure this basic math out then you're too stupid to be using it.

The pistol does 50 damage to infantry with a headshot. This means that free infantry (which all have 200 total life) will die in 4 headshots. Low classes (250 life) die in 5, mid classes (300 life) die in 6, and upper class (350 life) die in 7 headshots. **THIS MEANS THAT IT TAKES 7 HEADSHOTS WITH A PISTOL AT MOST TO KILL ANY INFANTRY UNIT.** How much clearer can I make it? If you die in less than 4 pistol headshots when you had full life, then it is either lag or someone is cheating.

The regular rifle for GDI does 7 damage per shot, the Nod rifle does 5. They do 35 and 25 per headshot, respectively. This means that free infantry (which all have 200 total life) will die in 6 (GDI)/8 (Nod) headshots. Low classes (250 life) die in 8 (GDI)/10 (Nod), mid classes (300 life) die in 9 (GDI)/12 (Nod), and upper class (350 life) die in 10 (GDI)/14 (Nod) headshots. **THIS MEANS THAT IT TAKES 10 (GDI)/14 (Nod) HEADSHOTS WITH AN AUTOMATIC RIFLE AT MOST TO KILL ANY INFANTRY UNIT.**

I do hope this clears up your difficulty. Somehow I doubt it will as it is far more deep-seated than a simple math problem, but I can hope.
