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Subject: GUNNER: the best character?

Posted by [Jzinsky](#) on Tue, 06 Jul 2004 12:32:58 GMT

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Thankyou for making this personal.

The clip and a half was a rough estimate from the top of my head, no maths involved, I can't actually be bothered to sit there with a calculator doing multiples of 7.

I guess the lag problem is the more likely as from what I gather I would be hit before I know about it, and appear to die without being shot.

As for yours and my figures being different, maybe we were using different distances...

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