
Subject: Gunners...N00b? or Smart?

Posted by [Renegerage](#) on Thu, 23 Jun 2005 15:52:49 GMT

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At the beginning of games on maps suck as field, or under even messa, in your opinion an early game rush with gunners, do you think its noob or smart? and if either, why?

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

Posted by [Goztow](#) on Fri, 24 Jun 2005 21:03:32 GMT

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all units have their use. U just need to know how to use them . Gunner rushes on mesa are ok, defending with gunners if needed is ok, attacking with a gunner during all game on field through tunnels by shooting oby from tunnels is schn00bisch

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

Posted by [BumishBk](#) on Sat, 25 Jun 2005 03:42:19 GMT

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gunners are awsome for rushing, and really agrivating for enemies, the trick with them is to get a lot of them, with gunner rushes i have: killed obs, airstrips, turrets, and refs, but you do need coperating teammates:

Good rush story: Here is the situation, we took out their ref, bar, and wf by the use of rushes, and they took out our airstrip, obolisk, and powerplant, this is all on mesa and on a marathon server so it was basically a draw. so what we did was...(we were nod we couldn't get gunners)

me and literally 9 other people got raves, 10 total, with these, we went along the pp side and all at once shot the pp, before they could try to get over and repair, there pp was almost dead, so we destroyed it and proceded to nuke the non functional AGT to win the game, GREAT GAME

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

Posted by [Dave Mason](#) on Sun, 26 Jun 2005 14:20:56 GMT

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Goztow wrote on Fri, 24 June 2005 22:03Gunner rushes on mesa are ok

You mean predictable.

I always go and scout when I'm Nod at the start of the game (Mesa). This way I can warn my team of the ongongs in their base (thanks to 3rd person).

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

Posted by [notmany15](#) on Mon, 06 Mar 2006 16:03:14 GMT

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One huge problem with Gunner rushes is that you have to have so many of them. And if you play in a good server no one wants to do them. Usually, from my experience, someone wants to Gunner rush and it ends up that 5 or 6 people end up in our bar when Nod decides to Stank rush. Besides, on mesa, one good sniper can destroy a gunner rush.

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

Posted by [Dave Mason](#) on Mon, 06 Mar 2006 17:21:23 GMT

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Congrats, you revived a topic 3/4 of a year old.

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

Posted by [Lijitsu](#) on Mon, 06 Mar 2006 17:22:03 GMT

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notmany15 wrote on Mon, 06 March 2006 11:03 One huge problem with Gunner rushes is that you have to have so many of them. And if you play in a good server no one wants to do them. Usually, from my experience, someone wants to Gunner rush and it ends up that 5 or 6 people end up in our bar when Nod decides to Stank rush. Besides, on mesa, one good sniper can destroy a gunner rush.

If you had waited a few months, you could've bumped a year old topic.

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

Posted by [Homey](#) on Sat, 18 Mar 2006 23:51:56 GMT

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If you know how to use a Gunner you can easily take out multiple enemies including snipers in the tunnel. Gotta love headshots with a gunner.

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!!

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

Posted by [mdogg1108](#) on Sun, 09 Apr 2006 15:13:20 GMT

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Gunner on mesa in the beggining is good. We had a 5 man gunner rush on mesa in the beggining and killed the refinery. Yup. Yup.

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

Posted by [Dave Mason](#) on Sun, 09 Apr 2006 18:27:54 GMT

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DJM wrote on Mon, 06 March 2006 17:21Congrats, you revived a topic 3/4 of a year old.

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

Posted by [Dover](#) on Wed, 12 Apr 2006 17:39:42 GMT

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mdogg1108 wrote on Sun, 09 April 2006 10:13Gunner on mesa in the beggining is good. We had a 5 man gunner rush on mesa in the beggining and killed the refinery. Yup. Yup.

You know, I did that once, only to have the middle section stolen by Nod because of lack of tank support in there since everyone joined in on the gunner rush, allowing Nod to whore off of our undefendable harvester. They later executed a flawless APC rush on our Power plant, since we didn't have the money to stop them we lost it and our refinery. The map ended for me with my mouse conking out and me quitting. Worst C&C_Mesa game ever, and it all began with a promising gunner rush...

Point in case--Gunner is awesome. Just don't be a predictable douche.

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

Posted by [Phazon87](#) on Thu, 13 Apr 2006 20:50:46 GMT

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One time we were being thrashed on Mesa, time was running out so we got together a HUGE Gunner rush... literally about fourteen Gunners, about half our team... anyway, with minutes left on the clock we rushed the Nod base and fired at the Tiberium Refinery... it was destroyed in

seconds... then we started running around like headless chickens and were picked off by the Obelisk. Oh well...

Subject: Re: Gunners...N00b? or Smart?
Posted by [ripred999](#) on Fri, 19 May 2006 17:19:31 GMT
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I THINK ITS SMART BECAUSE AN EARLY GAME RUSH OF GUNNERS CAN DESTROY
ESSENTIAL BUILDINGS SUCH AS THE OB
