
Subject: I wish I could get 5 gunners to attack a building
Posted by [Anonymous](#) on Thu, 07 Mar 2002 13:52:00 GMT
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Man, Gunner is one heck of a rocket launcher, I swear, by himself he can take a building down to 3/4 of health (assuming there are no engineers paying attention), a swift attack, and I'm sure you can level a building quickly.

Subject: I wish I could get 5 gunners to attack a building
Posted by [Anonymous](#) on Thu, 07 Mar 2002 17:09:00 GMT
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Gunners are great, but no one wants to use these, they want that big Mammoth tank which they will never use to actually rush the base with.

Subject: I wish I could get 5 gunners to attack a building
Posted by [Anonymous](#) on Thu, 07 Mar 2002 17:48:00 GMT
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Yeah Gunners are cool I usually use them when I'm on GDI and I hop in a medium tank so when I get blown up I jump out and finish the mongrels off cause they think it's just a little engi inside..

Subject: I wish I could get 5 gunners to attack a building
Posted by [Anonymous](#) on Thu, 07 Mar 2002 18:21:00 GMT
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Gunner is great. He's effective at destroying tanks but the fact is people don't like to use 5 of the same infantry (other than hotwire) that cost \$. I find it's best to have a gunner if you buy the standard tanks cause you can easily finish off what got you.

Subject: I wish I could get 5 gunners to attack a building
Posted by [Anonymous](#) on Thu, 07 Mar 2002 23:13:00 GMT
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Gunner is great for base defense against armor. I can take out any tank you throw at me... in field I can drop a tank before it hits the river. In fact, I think gunner and deadeye are my two favorite units in the game. Although, when I do an Ion run, I always use patch. He can do some serious damage with that gun of his.
