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Subject: Gunner

Posted by [delta\\_sector](#) on Wed, 17 Dec 2003 20:34:49 GMT

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Name:Nigel Grant aka "Gunner"

Armanent: "Locust" Rocket Launcher

Health: 200 pts

Armour: 100 pts

Cost: 400

Role: Anti-armour

Description: a former Special Boat Service operative for the British. Don't dare mention crumpets and tea; this Afro-English lad's formative years were spent toughing it out on the streets and in the pubs of London's south side. After service as an elite soldier in the U.K.'s SBS, Gunner joined up with the GDI and the legendary Dead-6 Commando Detachment as a rocket soldier. At 6'6" and 274 lbs., Gunner doesn't complain about the heavy lifting. In fact, he doesn't complain about anything; the often caustic Brit gets the job done with a steady hand and a cool head and saves the shop talk for the pub. (Sources: <http://www.cncden.com>)

Advantages:

- Cheap cost
- faster rate of fire compared to the average rocket soldier
- Splash damage from rockets (effective at close quarters combat)

Disadvantages:

- rockets are somewhat slow like the MRLS rockets and like any other rocket soldiers
- useless when enemy is afar since its very hard to use the splash damage to your advantage
- Big head, higher chances of receiving headshots
- Bigger body, higher chances of hitting Gunner due to his size

conclusion:

Use gunner for close-quarters combat, taking out tanks for a relatively cheap cost for 400.

easy counters:

Never approach this guy unless youre ready to receive big-time damage, take him out from afar. I recommend ranged weapons like automatic rifles and stuff. Using a shotgun is risky but you can take him out with it.

My own comments about this guy:

I used to diss Gunner and put him on my Stealth Black Hand "Sweet Targets List" but not anymore. Once there was this gunner that I have my eyes locked on. He never noticed me until I fired (Location: Tunnels, map: Cnc\_Under), he gave me a quick response by firing a rocket to my feet(indirectly). I got creamed after several splash damage and a lucky direct shot. I never approached Gunners that near since then(Still on my list with a different approach =D). I have never used gunner before until that day because I thought that gunner was useless because he has more health (+50) than the rocket soldier and nothing else.

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Subject: Gunner

Posted by [NHJ BV](#) on Thu, 18 Dec 2003 14:06:34 GMT

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He also fires rockets more faster than regular rocket soldiers. I like him; he's pretty good against enemy infantry. Especially if you manage to hit the heads.

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Subject: Gunner

Posted by [BONEDadey](#) on Fri, 19 Dec 2003 01:23:00 GMT

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strength in numbers. ive been in raids that destroy entire bases with just 5 or 6 gunners... sweet...

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Subject: Gunner

Posted by [azngqboy](#) on Sun, 21 Dec 2003 05:52:42 GMT

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first off the missles them self move quicker then regular rockets, and shot faster, i pissed off this sakura sniping my bass on thetop of the hill, by running up the hill, then shotting her head with a rockets, the player did not exspect it, and called me a "cheating whore", or thought a deadeye shot him, but hey i got him to 45% health, then i eventually killed the player with my pistol and 1 splash damage rocket.

more things about Gunners, a gunner WILL kill a Stealth Tank, i dotn care how good the driver is ive been in the tank, and it was ugly (and use i am good), and ive been the Gunner, and ive beat some really good drivers as well. but they are usless against, Light tanks, Med Tanks, Manoths (unless there are 4 of you, and you are at some distance) and dont bother agasint APC med - Close range

also Gunners are good the ONLLY way to destroy a base after losing the WF, i mean in a defense map, and as long as they dont have mass snipers.

gunners are also uselss agaisnt shotgun troppers, im sorry, shotty's are good against ANY med cost unit and Below, ive see volt raffle, and snipers takken out by them, and offten, but only if they get close as they say

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Subject: Gunner

Posted by [Cpo64](#) on Sun, 21 Dec 2003 10:26:24 GMT

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Today I was on the n00bstories, the map was Islands, I was on GDI and im a gunner...

I walk threw the tunnels to go shoot at the HoN.

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I fire, and as my first rocket is just about to leave the tunnel, I hear a boink, a Stealth Black Hand appears, and drops dead.

It was quite funny.

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Subject: Gunner

Posted by [SuperFlyingEngi](#) on Sun, 21 Dec 2003 22:53:09 GMT

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I think Gunners are good early rush characters, especially on maps like Islands and Walls where there are no base defences. In a big server, 8 gunners can rip through a base like wildfire early on. However, they get outclassed later on...

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Subject: Re: Gunner

Posted by [terminator 101](#) on Wed, 24 Dec 2003 04:31:31 GMT

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delta\_sectorName:Nigel Grant aka "Gunner"

Armanent: "Locust" Rocket Launcher

Advantages:

-Splash damage from rockets (effective at close quarters combat)

Well, there is a splash damage, but I think that it is not really larger than in rocker officer, or Grenadier(I can't spell). I think that splash damage in this game is a bit low, and blast radius is poor, compared to Half Life .

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Subject: Gunner

Posted by [SuperFlyingEngi](#) on Wed, 24 Dec 2003 14:08:53 GMT

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Personally, I think damage itself was always a bit low in this game. I often switch between playing this and Medal of Honor, where a couple of machine gun bullets does the job. And then I switch back to renegade and get in prolonged firefights in a world where people apparently have to have a higher ratio of lead than water in their body to expire. But that's just me

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Subject: Gunner

Posted by [flyingfox](#) on Wed, 24 Dec 2003 14:16:26 GMT

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I know what you mean. I sneak up on hotwires with an auto rifle and blast away at their head, but they react once they're in red health and take a refill. I deserved the kill since any realism at all would have foretold you killed hotwire with 1 bullet to the head.

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Subject: Gunner

Posted by [azngqboy](#) on Fri, 26 Dec 2003 04:38:44 GMT

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i want to say this, this is a futuristic game, where infantry where armour, not like today or WWII where all they had was a jean jacket, and a metal helmet, so less damage makes some sense.

regardless, i think gunners are good threw out the entire game, espeically in no defense, or large player games (26+), but they become useless (as are any infantry) as soon as a few snipers appear.

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Subject: Gunner

Posted by [Homey](#) on Sat, 27 Dec 2003 21:30:23 GMT

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if your in tunnels they are great for killing infantry, easy to body shoot people with them and find stealth guys. The other day on the pitts i hit a sbh twice and he ran, then i saw chem trooper - headshot him and it just so happens the sbh was right beside him running back, double kill

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Subject: Gunner

Posted by [TheSkarekrow](#) on Tue, 27 Jan 2004 01:12:37 GMT

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azngqboyi dotn care how good the driver is ive been in the tank, and it was ugly (and use i am good),

Could've fooled me.

Again, what is the meaning of this post? You can figure it out just by buying the character. But I suppose it helps the little n00blets out...

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