
Subject: Use the damn chaingun...

Posted by [Starbuzz](#) on Tue, 03 Jul 2007 05:25:46 GMT

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I dunno what you think is the most underused/underated character in-game, but I think it's the Officers.

Damn, I pwn with chainguns...you know? It takes like 2-3 seconds to kill a 1000-credit character. It's a little tough against a Mobius/Mendoza but you can still pwn em from a distance.

Even on servers where starting credits are 0, I wait till I get 175 credits and go on a killer rampage...when I return to base, my health is usually shot into the red and no ammo left, but I have an average of 8 kills. It's amazing...I have seen only a few other players doing that other than me. It's an awesome kill-whoring strategy.

If you got good aim, then try this strategy.

What ya think?

Subject: Re: Use the damn chaingun...

Posted by [Renerage](#) on Tue, 03 Jul 2007 06:26:21 GMT

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Chaingunners are good.

However, in tunnel situations, shotgunners are better and cheaper.

Kill whoring early game gives your team those extra few points to possibly give your team an early rush.

Subject: Re: Use the damn chaingun...

Posted by [KiTTyKaT](#) on Tue, 03 Jul 2007 07:35:49 GMT

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Yeah, I never use it myself because I never need to I'm just always that guy with the engi and later the hottie/techie, mining the base, repairing the base, repairing the vehicles and destroying the harvester That is until we score enough cash to buy orca/apache, or maybe a sniper. What ever I feel like

Subject: Re: Use the damn chaingun...

Posted by [Goztow](#) on Tue, 03 Jul 2007 07:42:09 GMT

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They're a bit too pricey for the actual damage they do. It's even more "spray and pray" than minigunners... Not really worth the money in my opinion.

Subject: Re: Use the damn chaingun...

Posted by [Jamie or NuneGa](#) on Tue, 03 Jul 2007 10:23:04 GMT

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officers are good, but 8 early kills(assuming you kill basic) =24 points, considering you have spent 175 creds on officer it doesnt really seem worth it to me

Subject: Re: Use the damn chaingun...

Posted by [sadukar09](#) on Tue, 03 Jul 2007 11:16:59 GMT

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but if you manage to even kill 1 500-1000 char youve done more damage with less than you bought. Oh and chaingun has horrendous rof and can hs people nonstop if you can aim good.

Subject: Re: Use the damn chaingun...

Posted by [danpaul88](#) on Tue, 03 Jul 2007 11:20:03 GMT

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I agree, officers are perhaps the most deadly infantry at medium range when used properly. Snipers obviously massively outrange them, and up close shotguns and c4 dish out more damage.

I can rack up a lot of kills using just officers and its a great feeling to walk into the tunnels on maps like field and mow down 3 or 4 snipers with an officer, get right on top of them and they don't have chance to get a clean shot on you before you have obliterated them, or at least heavily damaged them.

Goztow wrote on Tue, 03 July 2007 08:42They're a bit too pricey for the actual damage they do. It's even more "spray and pray" than minigunners... Not really worth the money in my opinion.

IIRC, a headshot from a chaingun is 50 damage. So they can kill the strongest infantry with just 6/7 headshots....

Subject: Re: Use the damn chaingun...

Posted by [puddle_splasher](#) on Tue, 03 Jul 2007 12:23:21 GMT

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sadukar09 wrote on Tue, 03 July 2007 06:16but if you manage to even kill 1 500-1000 char youve done more damage with less than you bought. Oh and chaingun has horrendous rof and can hs people nonstop if you can aim good.

Get an APC hehehehe, better still a Med/Light is still cheaper than the 1000 character.

Subject: Re: Use the damn chaingun...
Posted by [sadukar09](#) on Tue, 03 Jul 2007 13:01:11 GMT
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puddle_splasher wrote on Tue, 03 July 2007 07:23sadukar09 wrote on Tue, 03 July 2007 06:16but if you manage to even kill 1 500-1000 char youve done more damage with less than you bought. Oh and chaingun has horrendous rof and can hs people nonstop if you can aim good.

Get an APC hehehehe, better still a Med/Light is still cheaper than the 1000 character.

yes but vehs cant exactly go into tunnels can they?

Subject: Re: Use the damn chaingun...
Posted by [Sccrscorer](#) on Tue, 03 Jul 2007 15:53:18 GMT
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they can on under

Subject: Re: Use the damn chaingun...
Posted by [sadukar09](#) on Tue, 03 Jul 2007 15:55:58 GMT
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yea try and fit a buggy in the tunnels...

Subject: Re: Use the damn chaingun...
Posted by [Sccrscorer](#) on Tue, 03 Jul 2007 16:20:34 GMT
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not buggy.. hummer

Subject: Re: Use the damn chaingun...
Posted by [puddle_splasher](#) on Tue, 03 Jul 2007 16:28:11 GMT
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I can't snipe so I try to avoid tunnels

Subject: Re: Use the damn chaingun...
Posted by [Jamie or NuneGa](#) on Tue, 03 Jul 2007 17:19:50 GMT
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deviated from topic,

i didnt actually know officers did 50 to head...
dont use em enough

Subject: Re: Use the damn chaingun...

Posted by [sadukar09](#) on Tue, 03 Jul 2007 18:15:32 GMT

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Scrrscorer wrote on Tue, 03 July 2007 11:20not buggy.. hummer
do it in a internet server and i will praise you (n00bstories/n00bless/black-intel etc.) not some
private server
and nunega hows asking if officers do 50 damage getting off topic?

Subject: Re: Use the damn chaingun...

Posted by [Jamie or NuneGa](#) on Tue, 03 Jul 2007 22:32:52 GMT

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sadukar09 wrote on Tue, 03 July 2007 13:15Scrrscorer wrote on Tue, 03 July 2007 11:20not
buggy.. hummer
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and nunega hows asking if officers do 50 damage getting off topic?

and just trying to stop this from becoming a post about humvees in tunnels, for the record you
cant do that unless ur exploiting a bug

Subject: Re: Use the damn chaingun...

Posted by [IR4p3dy0u](#) on Tue, 03 Jul 2007 23:48:47 GMT

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BuzzOfTheStar wrote on Tue, 03 July 2007 00:25I dunno what you think is the most
underused/underated character in-game, but I think it's the Officers.

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than me. It's an awesome kill-whoring strategy.

If you got good aim, then try this strategy.

What ya think?

If your killing mobius and mendozas with chaingunners like you claim, I suggest you find better servers to play on, cuz the guys your playing against pretty much totally suck.

Subject: Re: Use the damn chaingun...

Posted by [Starbuzz](#) on Wed, 04 Jul 2007 00:52:00 GMT

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IR4p3dy0u wrote on Tue, 03 July 2007 18:48

If your killing mobius and mendozas with chaingunners like you claim, I suggest you find better servers to play on, cuz the guys your playing against pretty much totally suck.

I said it is "tough" to kill them. TBH, I am scared of the Volts when I am an officer. If I surprise the Mobius, then I can most certainly kill him. But if the Mobius find me first, then my officer balls are toast... but it's still possible to escape sometimes.

NuNeGa wrote on Tue, 03 July 2007 05:23officers are good, but 8 early kills(assuming you kill basic) =24 points, considering you have spent 175 creds on officer it doesnt really seem worth it to me

Like said before, I can aim...on some maps, I am officer throughout the game. So, it's a good deal.

Subject: Re: Use the damn chaingun...

Posted by [sadukar09](#) on Wed, 04 Jul 2007 01:10:48 GMT

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BuzzOfTheStar wrote on Tue, 03 July 2007 19:52IR4p3dy0u wrote on Tue, 03 July 2007 18:48

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Like said before, I can aim...on some maps, I am officer throughout the game. So, it's a good deal. sometimes officers get boners when killed >.>

lol its so fun seeing n00bs complain OMG YOU KI113D M3 W1TH CH41N GUN YOU R H4X!

Subject: Re: Use the damn chaingun...

Posted by [Starbuzz](#) on Wed, 04 Jul 2007 01:21:03 GMT

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Once a long time ago in Canyon, I pretty much went on a killer rampage from my base to GDI through the tunnel killing Engi's and soldiers.

And guess what? There was like 1 engi and 2 soldier coming into the tunnel from their base! haha...man did I catch them with the pants down haha! I killed them all within seconds and they all start to complain!

Total kills before I went for refill: 9

ROFL!

Subject: Re: Use the damn chaingun...

Posted by [pd2simy](#) on Thu, 19 Jul 2007 03:14:06 GMT

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i agree it is very underrated. most snipers have no idea what to do when one pops around the corner right on top of them. and to see the look on people's faces when they are basic infantry and just got killed in about a second by an officer...priceless

Subject: Re: Use the damn chaingun...

Posted by [Starbuzz](#) on Thu, 19 Jul 2007 04:08:19 GMT

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pd2simy wrote on Wed, 18 July 2007 22:14i agree it is very underrated. most snipers have no idea what to do when one pops around the corner right on top of them. and to see the look on people's faces when they are basic infantry and just got killed in about a second by an officer...priceless

Yeah lol...the thing is, if you are good with a chaingun and you manage to close in to a sniper's position, then that sniper is a dead man (unless he is really good). The Black Hand/Deadeye snipers are too easy to kill when you are like 2 feet away because it's hard for them to aim right.

So the good snipers always try to run backwards while facing you...all the while trying to get a good shot off. Important thing to do is to follow them and stay as close as you can to them. If they manage to get a good distance away, they have a better chance of killing you.

Subject: Re: Use the damn chaingun...
Posted by [jnz](#) on Thu, 19 Jul 2007 11:59:17 GMT
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Actually, it's not that hard for the sniper to hit you close range.
Your best bet is to try and run around them, it's harder to spin round than to run round.

Subject: Re: Use the damn chaingun...
Posted by [Caveman](#) on Sat, 21 Jul 2007 13:02:30 GMT
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Scrcrscorer wrote on Tue, 03 July 2007 17:20not buggy.. hummer

Please stop telling them my serect tactic on under

But anyhoo; This is the main reason why my techs/hotties had chainguns on default on my server.
If you have a good aim with chaingun it really does help you to protect yourself

But all the awesome cw.cc people complained too much and I had to remove them

Subject: Re: Use the damn chaingun...
Posted by [Scrcrscorer](#) on Sat, 21 Jul 2007 16:38:17 GMT
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it was more the weapon drops. so you get a noob on your team and they have one good person..
that means that person walks into the hand and kills said noob 1 time takes his c4 and now an
engie blows hand. it kills the game =/

Subject: Re: Use the damn chaingun...
Posted by [Starbuzz](#) on Sun, 22 Jul 2007 16:53:17 GMT
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Caveman wrote on Sat, 21 July 2007 08:02Scrcrscorer wrote on Tue, 03 July 2007 17:20not
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Hmm...I think I may have visited your server in the past. Chainguns with Hottie/Tech is a bas idea IMO...too overpowered and uneven.

Subject: Re: Use the damn chaingun...

Posted by [Renegade](#) on Sun, 22 Jul 2007 22:37:35 GMT

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BuzzOfTheStar wrote on Sun, 22 July 2007 12:53Caveman wrote on Sat, 21 July 2007 08:02Scrcscorer wrote on Tue, 03 July 2007 17:20not buggy.. hummer

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Hmm...I think I may have visited your server in the past. Chainguns with Hottie/Tech is a bas idea IMO...too overpowered and uneven.

To be honest, a Hottie with a Chaingun is like a Chaingun with C4's. It's not that broken, as people will go-
OMG HOTTIE! And kill them faster.

Most people who were smart, would kill the rush-support before they would kill the main bunch.

Subject: Re: Use the damn chaingun...

Posted by [Blu Dienstag](#) on Wed, 08 Aug 2007 19:47:07 GMT

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That, and officers look cool.

One thing I've always wondered, why is Patch so underused (I'm still a bit of a newb, so it may be obvious) but is it just that he's to overpriced for his gun?

Subject: Re: Use the damn chaingun...

Posted by [sadukar09](#) on Wed, 08 Aug 2007 21:21:39 GMT

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No, his gun is like a chaingun but has tiberium damage. People don't bother with him cuz he doesnt get points very well

Subject: Re: Use the damn chaingun...
Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 08:18:43 GMT
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Chaingunners are pure win, plain and simple.

Subject: Re: Use the damn chaingun...
Posted by [Herr Surth](#) on Thu, 09 Aug 2007 13:12:39 GMT
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chaingunners are dumb retarded noob-weapons.
ha.

Subject: Re: Use the damn chaingun...
Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 19:28:50 GMT
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razorblade001 wrote on Thu, 09 August 2007 04:18Chaingunners are pure win, plain and simple.

.
Quote:chaingunners are dumb retarded noob-weapons.
ha.

.
That is why they are pure win.

Subject: Re: Use the damn chaingun...
Posted by [Starbuzz](#) on Thu, 09 Aug 2007 23:27:06 GMT
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Surth wrote on Thu, 09 August 2007 08:12chaingunners are dumb retarded noob-weapons.
ha.

And the reasoning for your opinion is?

Subject: Re: Use the damn chaingun...
Posted by [BlueThen](#) on Thu, 09 Aug 2007 23:58:01 GMT
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Good anti-infantry
Bad anti-vehicle

Subject: Re: Use the damn chaingun...
Posted by [Herr Surth](#) on Fri, 10 Aug 2007 10:59:04 GMT
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He's a sore loser because there is no need for him.

Subject: Re: Use the damn chaingun...
Posted by [Jamie or NuneGa](#) on Fri, 10 Aug 2007 15:18:07 GMT
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chainguns are good on a mainly infantry map because they can easily stop an early engi rush, but vs tanks waste of money.

I do enjoy killing engi's and stealing their remotes though.

Subject: Re: Use the damn chaingun...
Posted by [sadukar09](#) on Fri, 10 Aug 2007 17:27:14 GMT
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Because of the chaingun's warhead, it's more effective versus Tanks than light vehicles...

Subject: Re: Use the damn chaingun...
Posted by [Tunaman](#) on Fri, 10 Aug 2007 17:51:53 GMT
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But, its actually still a waste of time to shoot tanks with a chaingun.

Subject: Re: Use the damn chaingun...
Posted by [Viking](#) on Mon, 13 Aug 2007 18:21:46 GMT
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I live using the chaingun to run up on sak's and havocs and jump around like a little bitch so they can't hit me and then kill them!

Subject: Re: Use the damn chaingun...

Posted by [Herr Surth](#) on Mon, 13 Aug 2007 19:06:10 GMT

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Problem is that Sakuras/Havocs almost always use a vehicle for cover.

Subject: Re: Use the damn chaingun...

Posted by [Starbuzz](#) on Mon, 13 Aug 2007 19:44:22 GMT

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Surth wrote on Mon, 13 August 2007 14:06Problem is that Sakuras/Havocs almost always use a vehicle for cover.

He means in the tunnels where most of the snipers go in AOW.

Viking you funny LOL.

Subject: Re: Use the damn chaingun...

Posted by [npadul30](#) on Mon, 13 Aug 2007 20:57:38 GMT

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Surth wrote on Thu, 09 August 2007 09:12chaingunners are dumb retarded noob-weapons.
ha.

Spoken from a true noob =/

Subject: Re: Use the damn chaingun...

Posted by [Herr Surth](#) on Tue, 14 Aug 2007 13:44:06 GMT

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k.

Subject: Re: Use the damn chaingun...

Posted by [topcap](#) on Sat, 01 Dec 2007 21:53:38 GMT

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The officer is good with the chain gun but the rocket soldier officer is crap

Subject: Re: Use the damn chaingun...

Posted by [sadukar09](#) on Sat, 01 Dec 2007 23:57:36 GMT

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topcap wrote on Sat, 01 December 2007 15:53The officer is good with the chain gun but the rocket soldier officer is crap
QUIT BUMPING OLD TOPICS.
