Subject: GUNNER: the best character?
Posted by EvoSnipe on Wed, 03 Mar 2004 15:24:54 GMT
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guys i have been experimenting with stuff lately on renegade and i noticed one thing, out of all the characters u can buy, gunner is the best
he can take out any infantry with ease, as well as vehicles AND buildings with the classic "Gunner Rush"
i think that i could own anyone with a good ole gunner
do u guys notice this also?

Subject: GUNNER: the best character?
Posted by SuperFlyingEngi on Wed, 03 Mar 2004 21:19:17 GMT
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Gunners are only good against infantry in tunnels, hard aiming outside.

A black hand rush versus gunner rush, black hands win. Gunner rushes are good when not much resistance is met and when they are travelling en masse.

Subject: Re: GUNNER: the best character?
Posted by DragonSniper on Wed, 03 Mar 2004 23:30:23 GMT
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EvoSnipeguys i have been experimenting with stuff lately on renegade and i noticed one thing, out of all the characters u can buy, gunner is the best
he can take out any infantry with ease, as well as vehicles AND buildings with the classic "Gunner Rush"
i think that i could own anyone with a good ole gunner
do u guys notice this also?

HONESTLY!!!!!!!!!!! gunner the best character!?!? LMFGDAO!!!! what else u been "expirementing" with!?!? .... lmfao..........gunners the bes...........thinks he can 0wn any1 with a gunner! LMFGDAO!!!!!!!............Gotta go snipe ya all later :twisted:
        -JoKeRsHoK

Subject: GUNNER: the best character?
Posted by ReMiX on Wed, 03 Mar 2004 23:54:56 GMT
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sorry son, 500 sniper best char hands down.

Subject: GUNNER: the best character?
Posted by EvoSnipe on Thu, 04 Mar 2004 15:04:18 GMT
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nah i own all the good snipers with the gunner unless u r halfway across the world

---

Subject: GUNNER: the best character?
Posted by NHJ BV on Wed, 10 Mar 2004 10:04:54 GMT
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He's talking all-round, not inf. vs inf. :rolleyes:

Subject: GUNNER: the best character?
Posted by almor999 on Wed, 10 Mar 2004 22:24:46 GMT
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Best all round character is Raveshaw or PIC. They are more expensive than gunner but worth it.
The only thing gunners are better for is 3+ gunners rushing enemy base together.

Subject: GUNNER: the best character?
Posted by EvoSnipe on Thu, 11 Mar 2004 15:37:29 GMT
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yeh but together they own tanks, and infan is no match, butttt since my last post i decided havocs
and ravs are the best. (bcuz i rock with them)
 Regards,
    Evo

P.S. dragonman, i dont need a gunner to own you, prob just an engy w/ pistol

---

Subject: GUNNER: the best character?
Posted by DragonSniper on Sat, 13 Mar 2004 03:48:09 GMT
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decided havocs and ravs are the best. (bcuz i rock with them)
 Regards,
    Evo

P.S. dragonman, i dont need a gunner to own you, prob just an engy w/ pistol

---

lmfao ok NooB whatever u say i gaurantee u would last with me in a game and if u use an engy i would just have to go sit in some tiberium till i had about 10 or less health left just to make it sorta fair for u

gotta go..............snipe ya all later :twisted:

Subject: GUNNER: the best character?
Posted by flyingfox on Sat, 13 Mar 2004 09:58:07 GMT
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The best all round character is none of those. It is the black hand laser chaingunner. He is good on buildings, tanks and infantry. You can own any infantry, most tanks and take out a building on his own. He is affordable at 450. He has a good range on his gun too

---

Subject: GUNNER: the best character?
Posted by [A-I]NastyDead on Sat, 13 Mar 2004 23:43:10 GMT
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With the right amount of skill Hotwire/technician is the best, I used to get hella points with Hotwire, and I pistoled a good many people.

Subject: Re: GUNNER: the best character?
Posted by IRON FART on Sun, 14 Mar 2004 03:12:26 GMT
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DragonSniperEvoSnipeguys i have been experimenting with stuff lately on renegade and i noticed one thing, out of all the characters u can buy, gunner is the best
he can take out any infantry with ease, as well as vehicles AND buildings with the classic "Gunner Rush"
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HONESTLY!!!!!!!!!!! gunner the best character!?!? LMFGDAO!!!! what else u been "expirementing" with!?!? .... lmfao..........gunners the bes...........thinks he can 0wn any1 with a gunner! LMFGDAO!!!!!!!............Gotta go snipe ya all later :twisted:
        -JoKeRsHoK
That brings one word to mind.... Shutup.

Gunner isn't the best. None of them can be singled out at the best simply because they were all designed to work as a team. A gunner rush may work well with 4-5 people, but you will get picked off easily by snipers. And if you try to fire back at snipers, your rocket will give them lots of time to move out of the way.

Subject: GUNNER: the best character?
Posted by EvoSnipe on Sun, 14 Mar 2004 23:16:27 GMT
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uh did u even read the above posts?
Regards,
EvoKrunk

Subject: GUNNER: the best character?
Posted by MyTrust on Thu, 18 Mar 2004 08:43:20 GMT
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ok now listen up

Gunners pwn everything BUT snipers and artillery/mlrs(40% chance) and perheaps
mobius/mendoza . Maybe every character has a weakness or 2 in ren?

They only LOSE to black hand when they suck.
When i am a gunner i ussualy kill 2 black hands before dying and even more when they are a
SBH cause somehow they are easy to headshot (maybe new players?) they also pwn flame tanks
on top of buildings and stealth tank die from them as long you know what the word evade means.
So he is the best character when looking to the price/value value.

Subject: GUNNER: the best character?
Posted by REMEMBERME on Thu, 18 Mar 2004 15:44:23 GMT
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really? i havent tried a gunner yet, i will next game! i thought the chaingunner and sniper were
best, :rolleyes:
Uwillrmbr-WOL login

Subject: GUNNER: the best character?
Posted by KIRBY098 on Thu, 18 Mar 2004 16:16:52 GMT
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REMEMBERMEreally? i havent tried a gunner yet, i will next game! i thought the chaingunner and
sniper were best, :rolleyes:
Uwillrmbr-WOL login

Evo, the only thing worse than posting death threats against people, is responding to your own
post under a "clever" new nickname.

GO AWAY! You said you would. Now do it.

Subject: GUNNER: the best character?
Posted by REMEMBERME on Fri, 19 Mar 2004 15:08:09 GMT
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now i will hang around longer to annoy you

Subject: GUNNER: the best character?
Posted by IRON FART on Sat, 20 Mar 2004 00:17:51 GMT
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You need a life.

Subject: GUNNER: the best character?
Posted by xptek_disabled on Sat, 20 Mar 2004 02:01:30 GMT
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This guy is either easily amused or is some type of odd, nonviolent, stalker.

Subject: GUNNER: the best character?
Posted by Homey on Sun, 21 Mar 2004 17:01:04 GMT
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GDI:Gunner
NOD: 450 bh
The gunner rapes all infantry if the user is good, they are fairly easy to hs with. The 450 is just awsome against infantry if used right.

Subject: GUNNER: the best character?
Posted by Bidbood on Sun, 21 Mar 2004 17:26:43 GMT
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heavy black hand with the laser chaingun is the best i think. It does easy damage to infantry and vehicles, though it's not that strong against buildings but it does some damage.

Subject: GUNNER: the best character?
Posted by M1Garand8 on Mon, 29 Mar 2004 08:55:56 GMT
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Hi, I'm new here. Actually, there's no best characters/weapons in a game - there's only a weapon or character which you are best at. My currently best character to fight with is the shotgunner.

Subject: GUNNER: the best character?
Posted by EvoSnipe on Mon, 29 Mar 2004 15:25:54 GMT
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i agree, the 450 bh laser chaingunner rocks, i own all patches, and a group of 5 dismantle any vehicle with ease, plus they have good range

---

Subject: GUNNER: the best character?
Posted by [A-I]NastyDead on Thu, 01 Apr 2004 01:06:51 GMT
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True true, but Im fine with just a chaingunner or Hotwire I occasionally use a Deadeye or havoc.

Subject: GUNNER: the best character?
Posted by OOU-Master(SnipAh) on Mon, 10 May 2004 04:21:01 GMT
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personally id say best all round would be a 1000 sniper, owns ma's/mrl's and hele's, also 1 hit kills even body shots on standard infantry

---

Subject: GUNNER: the best character?
Posted by Jzinsky on Wed, 09 Jun 2004 12:40:38 GMT
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There is no best all round....

Gunner can take a building on his own, but I find he can't do much to other infantry. I have personally fought back Artillery with Gunner, but if I had Artillery, Gunner would be no problem...

Snipers are great, but they are meant to hide, and shoot from nowhere. They're ok against tanks, but better to get the engineer hiding behind.

Black hand with chain gun, great for standing in the middle of it all and bringing on the pain.

Black hand with stealth... Nuclear strike beacon!

Hotwire/technician, great if you can use them properly. They can swing the tide of battle.

Subject: GUNNER: the best character?
Posted by Deathgod on Thu, 10 Jun 2004 03:28:34 GMT
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Any character in this game is good in the proper hands. Gunners can own up on infantry; it'll only take them 2 or 3 chest shots to kill any character in the game, and they also destroy vehicles with a passion.

http://www.fudonline.com has a ton of character info like this, so go there and read before you come back here to argue, as a lot of you guys are just wrong.

Subject: GUNNER: the best character?
Posted by Jzinsky on Wed, 16 Jun 2004 11:53:26 GMT
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Thanks, I'm obviously so wrong in my own experience. I should really go out and check others ideas before I can form my own opinions

---

Subject: GUNNER: the best character?
Posted by Deathgod on Thu, 17 Jun 2004 05:13:44 GMT
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I know your sig is definitely wrong, because lots of characters in this game can kill in one headshot.

Subject: GUNNER: the best character?
Posted by flyingfox on Thu, 17 Jun 2004 23:53:11 GMT
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I still say the laser chaingunner is the best all round character. I use him whenever I can. He can take out buildings by himself, take out any vehicle by himself, take out any infantry with a good hand for headshots, damage buildings from outside, has a good range of his weapon.. he and gunner are the best characters to choose for any purpose. A medium tank at range will be hard pressed to take him out unless it moves in. A hummvee dies in less than a clip from him. 2 or 3 can easily wipe out any vehicle.

Combined with other units, the chaingunner is a very effective soldier.

Subject: GUNNER: the best character?
Posted by Deathgod on Fri, 18 Jun 2004 21:57:03 GMT
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I like the LCG a lot, but I'd prefer to have a Mobius or PIC myself. LCG is a great deal for the cost, though, and he's probably the best all-around midtier character for either side. Patch doesn't damage vehicles enough, and Gunner, despite having a rocket launcher, is best at close to mid range. LCG doesn't assume much of a range penalty, his gun is slightly inaccurate at all ranges,

and he has good ROF and damage, plus a great amount of hate.

Subject: GUNNER: the best character?
Posted by spoonyrat on Sun, 20 Jun 2004 09:40:59 GMT
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There is no single "best character", it depends on the map and what your teammates and opposition are doing

Though if forced to select a single best character it would have to be hotwire/tech.

Other than that, PIC with an APC or Rav with a Light Tank can do things you wouldn't believe

---

Subject: GUNNER: the best character?
Posted by Nemesis on Sun, 20 Jun 2004 20:31:02 GMT
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Mobius: Good damage against everything(people/tanks/buildings), decent range and a lot of health/armor.

Subject: GUNNER: the best character?
Posted by davion fuxa on Mon, 21 Jun 2004 02:19:26 GMT
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Obviously, the best character in the game is the hotwire or technician, hands down!

If you are good with the c4's, the pistol, evading C4's and Evading alot of the enemy, you can easily handle any attacking Techs and engs in buildings, vehicles and infantry that you can get close enough to c4, and sneaking into an enemy base and disarming the proximity mines to a building... you know what comes after that, (Building destroyed). Even without stealth you jump into a vehicle with someone, or a hummer/buggy and get up to the enemy building an attack a building with lightening speed.
last but not least, they can mine the base and get some nice easy noob kills, or delay attackers. Did i forget to mention they also heal buildings, vehicles and infantry really fast?

Subject: GUNNER: the best character?
Posted by Jzinsky on Tue, 22 Jun 2004 15:12:59 GMT
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Well, I suppose it depends on the person, I'm not much good at taking out infantry without some sort of rapid fire weapon

---

Subject: GUNNER: the best character?
Posted by Jzinsky on Fri, 25 Jun 2004 14:54:48 GMT
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DeathgodI know your sig is definitely wrong, because lots of characters in this game can kill in one headshot.

Me and my brother have honestly tested this with an engy and a soldier, fairly close range, and stood still. He took a very careful shot to my head and it knocked off 80% of my armour. I'm talking average range, blasting away and I don't do much damage. I know an entire pistol clip could take out just about anyone, but it does seem a little ridiculous sometimes.

Subject: GUNNER: the best character?
Posted by Deathgod on Sat, 26 Jun 2004 06:29:47 GMT
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http://www.fudonline.com

Go to the game strategies section, and look at the character info. Plenty of characters can kill in one headshot... if a free soldier could do it with a rapid fire rifle, it would be broken. That's what you have shotgunners for.

Subject: GUNNER: the best character?
Posted by Jzinsky on Wed, 30 Jun 2004 23:56:31 GMT
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The Nod Autorifle only does 5 per shot, as opposed to GDI's 7 per shot.

I take it that means one shot will remove 7 health/armour...

Subject: GUNNER: the best character?
Posted by kadoosh on Thu, 01 Jul 2004 03:51:40 GMT
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depending on what i'm doing.

attempting to drive the enemy crazy = SBH with sniper/rocket/shotgun (god people get pissed)

Pointing the hell out of mammy's = LCG

Mass Destruction of Vehicles = Mobius/Mendoza

Subject: GUNNER: the best character?
Posted by Deathgod on Thu, 01 Jul 2004 05:07:46 GMT
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JzinskyThe Nod Autorifle only does 5 per shot, as opposed to GDI's 7 per shot.

I take it that means one shot will remove 7 health/armour...

Your logic is impeccable. One shot to a normal damage zone (i.e. anywhere but neck/head) does 7 damage, head is 5x so 35, and neck is 3x I believe for 21.

Subject: GUNNER: the best character?
Posted by Jzinsky on Thu, 01 Jul 2004 14:51:54 GMT
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Thus you can't kill anyone with one shot from them, as I said

---

Subject: GUNNER: the best character?
Posted by Deathgod on Thu, 01 Jul 2004 17:10:18 GMT
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Yeah, you never specified what type of soldier though. They also can still kill in one shot if they pick up a spawn sniper or shotgun.

Subject: GUNNER: the best character?
Posted by Jzinsky on Fri, 02 Jul 2004 11:48:54 GMT
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What type of soldier? I did specify, an engy and a soldier... mind you the test did much more damage than that site is saying, so someone should really test this personally.

Oh, I did

Subject: GUNNER: the best character?
Posted by Deathgod on Fri, 02 Jul 2004 19:39:24 GMT
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IT IS MY SITE, I DID TEST IT PERSONALLY. The numbers are viewable in the Renegade mod tools, you can go look for yourself to verify it.

Your damage number seems odd because of either a) lag or b) whoever you tested it with is using

bones.

Subject: GUNNER: the best character?
Posted by Jzinsky on Mon, 05 Jul 2004 09:55:09 GMT
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I did too, there shouldn't have been any lag as it was 1v1, and we don't know any cheats.

This is a major problem by the look of it, you're saying it would take a clip and a half to kill, I'm saying about 8 bullets, and I've been killed in 2 from a Hotwire...

I'm not saying you're wrong, but what's going on?

Subject: GUNNER: the best character?
Posted by Renx on Mon, 05 Jul 2004 13:30:40 GMT
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3 or 4 good shots to the head on any basic infantry with a pistol will take them out.

Subject: GUNNER: the best character?
Posted by Deathgod on Tue, 06 Jul 2004 06:08:38 GMT
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JzinskyI did too, there shouldn't have been any lag as it was 1v1, and we don't know any cheats.

This is a major problem by the look of it, you're saying it would take a clip and a half to kill, I'm saying about 8 bullets, and I've been killed in 2 from a Hotwire...

I'm not saying you're wrong, but what's going on?

What's going on is that you're retarded. Nowhere on my site does it say it will take a clip and a half to kill an infantry unit. The number of shots needed is clearly calculable based on the information available on our site. If you can't figure this basic math out then you're too stupid to be using it.

The pistol does 50 damage to infantry with a headshot. This means that free infantry (which all have 200 total life) will die in 4 headshots. Low classes (250 life) die in 5, mid classes (300 life) die in 6, and upper class (350 life) die in 7 headshots. THIS MEANS THAT IT TAKES 7 HEADSHOTS WITH A PISTOL AT MOST TO KILL ANY INFANTRY UNIT. How much clearer can I make it? If you die in less than 4 pistol headshots when you had full life, then it is either lag or someone is cheating.

The regular rifle for GDI does 7 damage per shot, the Nod rifle does 5. They do 35 and 25 per headshot, respectively. This means that free infantry (which all have 200 total life) will die in 6 (GDI)/8 (Nod) headshots. Low classes (250 life) die in 8 (GDI)/10 (Nod), mid classes (300 life) die

---

in 9 (GDI)/12 (Nod), and upper class (350 life) die in 10 (GDI)/14 (Nod) headshots. THIS MEANS THAT IT TAKES 10 (GDI)/14 (Nod) HEADSHOTS WITH AN AUTOMATIC RIFLE AT MOST TO KILL ANY INFANTRY UNIT.

I do hope this clears up your difficulty. Somehow I doubt it will as it is far more deep-seated than a simple math problem, but I can hope.

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...

Subject: GUNNER: the best character?
Posted by Deathgod on Tue, 06 Jul 2004 15:50:26 GMT
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No, distance doesn't make a bullet hurt more or less in this game, and if you can't do multiples of 7 in your head you need to go back to school. I think your figures are different because they are based off of fiction instead of fact.

Subject: GUNNER: the best character?
Posted by Jzinsky on Tue, 20 Jul 2004 14:22:31 GMT
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I worked it out last night, my figures are based on a headshot and yours on a bodyshot...

Subject: GUNNER: the best character?
Posted by Deathgod on Tue, 20 Jul 2004 15:48:41 GMT
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Yeah, that was pretty clearly explained on the site, along with the damage modifiers for a headshot. You must have missed that, like you've missed most of the rest of this discussion.

Subject: GUNNER: the best character?
Posted by mahkra on Tue, 20 Jul 2004 16:21:13 GMT
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JzinskyI've been killed in 2 from a Hotwire...

I'm not saying you're wrong, but what's going on?Well, there could be quite a few different things going on:
1 she picked up a shotgun (unlikely, because you probably would've noticed that it wasn't a pistol)
2 she picked up a rocket launcher (VERY unlikely; even a blind & deaf man could tell it wasn't a pistol)
3 she picked up a sniper rifle (likely, because pistol & sniper rifle shots don't seem very different, except for damage)
4 you were already hurt before she shot you (unlikely)
5 someone else was shooting you at the same without you realizing it (likely)
6 her "shots" were actually charges of c4 (yeah, I don't really think this is what you meant either)

Jzinskysomeone should really test this personally.DeathgodIT IS MY SITE, I DID TEST IT PERSONALLY.I also personally tested every damage number for the site. Those damage numbers on fudonline.com are correct. (My own personal data is all up at http://web.mit.edu/bmueller/www/reninfo.html, if you're interested.)

JzinskyI worked it out last night, my figures are based on a headshot and yours on a bodyshot...Okay, I've actually written out the math that shows how many body shots or headshots it takes to kill infantry. Hopefully this will clear up the confusion.

Pistol: 10 damage (50 with a headshot)
GDI Soldier: 7 damage (35 with a headshot)
Nod Soldier: 5 damage (25 with a headshot)

THEREFORE:

It takes the following # of shots to kill with a pistol:
20 (or 4 head) vs free infantry (which have 200 total health + armor)
.... 20*10=200; 4*50=200
25 (or 5 head) vs low-class infantry (250 total life)
.... 25*10=250; 5*50=250
30 (or 6 head) vs mid-class infantry (300 total life)
.... 30*10=300; 6*50=300
35 (or 7 head) vs high-class infantry (350 total life)
..........35*10=350; 7*50=350

with a GDI Soldier:
29 (or 6 head) vs free infantry (200 life)
.... 29*7=203; 6*35=210
36 (or 8 head) vs low-class infantry (250 life)
.... 36*7=252; 8*35=280
43 (or 9 head) vs mid-class infantry (300 life)

.... 43*7=301; 9*35=315
50 (or 10 head) vs high-class infantry (350 life)
.... 50*7=350; 10*35=350

with a Nod Soldier:
40 (or 8 head) vs free infantry (200 life)
.... 40*5=200; 8*25=200
50 (or 10 head) vs low-class infantry (250 life)
.... 50*5=250; 10*25=250
60 (or 12 head) vs mid-class infantry (300 life)
.... 60*5=300; 12*25=300
70 (or 14 head) vs high-class infantry (350 life)
.... 70*5=350; 14*25=350

Subject: GUNNER: the best character?
Posted by Jzinsky on Tue, 20 Jul 2004 20:47:22 GMT
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True, my bad really. It is typical of me to miss one small detail and then I'm arguing on a
sort-of-true basis.