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Subject: Chinook

Posted by [Anonymous](#) on Mon, 17 Jun 2002 20:42:00 GMT

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Gunner: good against everything Officer: good against light vehicles and infantry. There should be no choice. If you can't hit anything with gunner, get some skills. It's a fricking rocket launcher for god's sake, you only have to be close. One good head or chest shot ends most any standoff guaranteed. Gunner is definitely worth the extra 250 you have to spend on him.

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