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Subject: Re: gunner & laser chaingunner - vehicle kill stats

Posted by [JohnDoe](#) on Mon, 05 Feb 2007 20:47:17 GMT

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They're both examples infantry being worth their cost (doesn't happen often)...LCG are extremely useful at killing off vehicles sitting on the Complex Airstrip and 3 of them will completely rape Orcas on Walls/fly if you mess up the start...Gunnars are good for pointwhoring, killing any infantry up close, destroying small vehicles and guarding beacons.

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