## Subject: gunner & laser chaingunner - vehicle kill stats
Posted by flyingfox on Fri, 18 Jun 2004 02:41:03 GMT
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Concluding from the other topic, here are the vehicle kill ammo cost/time to kill stats for each character against vehicle with the help of FUD's info pages. Assuming every shot hits and is constant:

Laser chaingunner

Mammoth --          350 - 400 bullets - 43 seconds (roughly)

Medium Tank --     250 bullets - 29 seconds

MRLS --               126 bullets -  14 seconds

APC --                  188 bullets - 20.5 seconds

Hummvee --          94 bullets - 9.4 seconds


Gunner

Stealth Tank --     11-12 rockets - 15 seconds

Light Tank --        17 rockets - 23 seconds

Flame Tank --      24 rockets - 32 seconds

Artillery --           11 rockets - 14 seconds

APC --                 17 rockets - 23 seconds

Buggy --              7 rockets - 8.8 seconds

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Remember,

Reload time is 1.73 seconds for the chaingunner, and 2.80 for gunner.

The mammoth tank heals its-self after half of the damage has been done, so you can't really give an exact time or bullet count there and I'm too lazy to make it more accurate. (and YOU are probably lazy if you want a more accurate time  )


Useful information from this:

In 10 seconds, Gunner can do 304 damage to light armour, as opposed to 320 damage to light armor in 10 seconds with the chaingunner. However, Gunner can do more damage in 1 clip than the chaingunner can do in the equivelant time. This means, in 6 seconds, gunner will have fired off a whole clip and done 228 damage to light armour, whereas in 6 seconds, the chaingunner will have done 192 damage.
This means that their usefulness is arguable, but what it also means is that more Gunners grouped will do more damage in less time than the same amount of grouped laser chaingunners.

To break this down, if you have 3 gunners firing at a hummvee, whilst 3 laser chaingunners attack a hummvee, the gunners will destroy their hummvee in less time.

But, As a single chaingunner, you'll blow up a hummvee quicker than a single Gunner can.

Soooo........ against 1 hummvee, you'll want a laser chaingunner to defend against it. But against 2 hummvees, you'd favour 2 gunners instead of 2 chaingunners to take them out. If you're anal, it will take the chaingunners 2.8 more seconds to finish the second hummvee. Remember, a hummvee has 50 more points of armour than a buggy, so this is in a theoretical situation against 2 stolen hummvees if you and someone else were the Gunners.

A light tank has the same defense against a gunner as an APC does.


This relates to light armour. You can find out for yourself the damage relations against medium and heavy armour.

(priestofb, if you're reading this, you'll see your 'clips to kill' against a mammoth with a laser chaingunner is wrong.  )

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Deathgod on Sat, 19 Jun 2004 16:04:52 GMT
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JEEZ WTF FUD UR STUPED PAGE IS WRONG AN SO R U I H8U GUYS!!!!!!!111

Fixed, thanks for pointing it out. Good post, too.

I just tested this, too: an LCG takes 3.91 clips to kill a Mammoth, factoring for the healing and all.

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Stank900 on Mon, 28 Jun 2004 13:04:34 GMT
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wow u even got the reload time    and thanks for the help it puts all of it into place now i know what is what and how fast i can kill

Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Jzinsky on Tue, 06 Jul 2004 12:36:32 GMT
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Hate to spoil the party, but why do we need to know this? 3.91 clips?

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Deathgod on Tue, 06 Jul 2004 15:54:48 GMT
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We need to know this to make us better players, able to use the proper tools in the proper situations. You cannot fathom this, hence your confusion over the other thread with bullet damages as well. If you can't understand the need for information like this, you might as well uninstall Renegade.

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by gibberish on Tue, 06 Jul 2004 18:24:40 GMT
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To some extend I think that the Gunner statistics are somewhat irrelivant because you are rarely firing on a stationary target as a result some shots will miss.

I would guess that as a percentage of total damage done the LCG misses less often than Gunner.

Additionally I find that LGC are more useful for finishing off tanks that are retreating because they are more acurate at range than Gunner.

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Deathgod on Thu, 08 Jul 2004 17:21:37 GMT
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If you can't lead targets properly, then I suppose you would have a problem with Gunner usage. I don't have this issue.

Gunner is pretty close to 100% accurate, it's just that his shots travel slower. I'd still prefer to have a Gunner vs. an LCG when firing at vehicles at a distance.

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Subject: gunner & laser chaingunner - vehicle kill stats
Posted by Jzinsky on Sat, 17 Jul 2004 10:47:57 GMT
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I'd prefer a chaingun as the rockets move slower, more chance of missing, especially against

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something like a buggy or hummer that shifts quick..

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## Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by Zombieguy on Thu, 01 Feb 2007 19:06:47 GMT
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Deathgod wrote on Tue, 06 July 2004 10:54We need to know this to make us better players, able to use the proper tools in the proper situations. You cannot fathom this, hence your confusion over the other thread with bullet damages as well. If you can't understand the need for information like this, you might as well uninstall Renegade.


lol! that guy is a big fat n00b. This information is crucial for me as a laser chaingunner.

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## Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by Sniper_De7 on Thu, 01 Feb 2007 22:39:58 GMT
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long range gunner > short range lcg

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## Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by Zombieguy on Fri, 02 Feb 2007 13:20:11 GMT
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Sniper_De7 wrote on Thu, 01 February 2007 16:39long range gunner > short range lcg


It is reversed if the lcg is really good...if he looks for spots to hide behind and attack only if a GDI vehicle is coming.

Fighting (in Renegade) is not all about firing away but using the brain to see when to attack, when to fall back and most importantly, plot a course of action to live longer and get the most points for the team.

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## Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by Sniper_De7 on Fri, 02 Feb 2007 13:40:50 GMT
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no, the gunner is better, there is no debate. If you're close enough with a gunner as you would need to be with a laser chain gunner, then you shouldn't miss, and as seen the lcg is only marginally better, and only the respects of over time, which is generally useless because you're not going to live against a full health tank unless the tank was really bad. or unless you're far

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enough away from the tank that you can shoot them without them firing back at you which is why gunners can even be better than pics in some regards. Say in field when you lost the warfactory, it's better that you attack flame tank rushes or stank rushes before they reach your base so that at least by the time they get to teh AGT they don't have 7 flame tanks all ready to attack. Now if you had LCGs you would have to wait till they come up right up to you. Not only are gunners better against tanks though, but they're good against infantry if you know hwo to use them. Good deal for 400 credits i think

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Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by Zombieguy on Mon, 05 Feb 2007 17:11:43 GMT
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lol!

I seem to agree with your statement (after 3 nights of playing). Indeed, the LCG does have it's weakness but the gunner has great range and can sap infantry health like water.

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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 exemples 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...Gunners are good for pointwhoring, killing any infantry up close, destroying small vehicles and guarding beacons.

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Subject: Re: gunner & laser chaingunner - vehicle kill stats
Posted by MrWiggles on Tue, 06 Feb 2007 05:46:07 GMT
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i prefer the missile cart

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