
Subject: Gunner or Solo?

Posted by [-Tech-](#) on Sun, 04 May 2003 03:11:28 GMT

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When you buy a vehicle, do you try to get a gunner to come with you?

I've done it a few times, and it's really cool with a veteran player on the turret. The advantage of having an extra set of eyes to spot incoming threats is immeasurable. If I want my gunner to change targets, all I have to do is rotate the tank quickly so he'll see it himself, and 9 times out of 10 start shooting at it. Very handy.

Also great on retreats - it's nice to see where you're going and still be able to fight back a little.

Besides, driving a Buggy with a gunner in back kinda reminds me of HALO.

Subject: Gunner or Solo?

Posted by [A-DawG](#) on Sun, 04 May 2003 13:11:44 GMT

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or real wars were they hve jep/humm-vee's with peeps manning the .50 Cal's.

Subject: Gunner or Solo?

Posted by [MSNSazabi](#) on Sun, 04 May 2003 18:37:52 GMT

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i think in this game its better to have strength in numbers especially when it comes to rushing the base. the other thing to is that if your trying to accomplish something (say with a freind who your talking to on gamevoice)and someone jumps in (especially not a vet gunner) the person that jumps in will end up either a. screwing up your plan or b. shooting at now critical targets and getting your tank destroyed.

Subject: Gunner or Solo?

Posted by [-Tech-](#) on Sun, 04 May 2003 22:51:44 GMT

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True, but that's what "Get out of the Vehicle" is for.

Subject: Gunner or Solo?

Posted by [General Havoc](#) on Sun, 04 May 2003 23:49:31 GMT

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True, but that's what "Q" is for.

Subject: Gunner or Solo?

Posted by [Bassoonboy](#) on Mon, 05 May 2003 01:33:38 GMT

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I never really got what "q" does. I'll be gunning and the driver will page me to say "push q" and I will and nothing will happen. What does it do?

Subject: Gunner or Solo?

Posted by [MSNSazabi](#) on Mon, 05 May 2003 01:56:28 GMT

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true there is "get out of the vehicle" and pressing "q" but, it annoys the hell out of me when a guy doesn't get out when one of the 2 options are used (which is about 60% of the time.) that person that i'm trying to get out of my vehicle is one more person that could be defending the base or helping on a beacon run or repairing a building or something.

Subject: Gunner or Solo?

Posted by [kawolsky](#) on Sun, 01 Jun 2003 15:36:55 GMT

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Bassoonboy! never really got what "q" does. I'll be gunning and the driver will page me to say "push q" and I will and nothing will happen. What does it do?

It gives the other person control of the turret

Subject: Gunner or Solo?

Posted by [Founder of YASA](#) on Mon, 09 Jun 2003 17:24:02 GMT

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I prefer to gun control the gun by myself

I often find n00b asking me to let them gun my tank and the miss close to 80% of the time and they blame on my driving causing them not to aim properly. When I control the gun by myself I can hit at 95%of the time while moving so there is no point for me to let the other person gun. Also I can take most tanks out 1 V 2 while I use either Light or Med. My personal best is using a med and took out 3 Stanks without help from my team. (one of the stank driver is C4kitty)

Subject: Gunner or Solo?

Posted by [-Tech-](#) on Tue, 10 Jun 2003 21:14:05 GMT

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Controlling the gun yourself and letting a guner do it for you are two VERY different things. You know where you're going next, so you can compensate for that and move the turret accordingly.

An independent gunner cannot, so of course it's going to be harder for them to hit anything, and if you're driving is very erratic then it IS a lot harder to hit anything.

Real-world armored vehicles have automatic stabilization systems that keep the gun and turret centered while the vehicle is moving, hell, so do HALO vehicles. Renegade vehicles do not.

Of course, there's always the newbies who get in to the turret in the middle of your base and start swiveling and shooting randomly. THOSE I kick out. Makes me glad the Stealth Tank only carries one.

Oh, and my best was me in my Med. I took down an APC and two Stealths on my own, and only took damage from the APC. The Stealths retreated almost all the way back to their base without firing a shot hoping to stay hidden and got blown away for their troubles. I learned a lot about Stealth hunting that day hehe.

Subject: Gunner or Solo?

Posted by [C4Kitty](#) on Thu, 12 Jun 2003 09:09:05 GMT

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no having a gunner is a waste of time..... if you don't know the maps that well and you can't drive a tank and use the gun at the same time effectively then you shouldn't be in a tank.... especially if you don't know how to lock the camera to the turret.....

Subject: Gunner or Solo?

Posted by [B.N.C](#) on Sat, 14 Jun 2003 20:09:59 GMT

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BTW: I configured my "use" key and now it is under "Q", so when press it I get out from my vehicle instead of let gunner shooting. I was searching for an option to reconfigure key, that lets a gun to the second person, but I can't find it in controls. Help!

Subject: Gunner or Solo?

Posted by [RobotFood](#) on Sat, 26 Jul 2003 10:15:03 GMT

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just restore your keys back to the defaults with the "restore keys to the defaults" button.....
damn

Subject: Gunner or Solo?

Posted by [yahoo](#) on Mon, 04 Aug 2003 14:55:19 GMT

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actaully being the driver and gunner is better especially in laddered games fore thos guys who want the points for them self

Subject: Gunner or Solo?

Posted by [RobotFood](#) on Tue, 05 Aug 2003 03:12:21 GMT

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this topic is dead yahoo.... i shouldnt even have posted on it.

Subject: Gunner or Solo?

Posted by [Archcasp](#) on Tue, 05 Aug 2003 09:00:13 GMT

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I like games who has gunners, and not that cry baby get out of my vehicle. Gunners are good at rushing, and just ownage.. i seen 2 buggys with gunners take a mammy out.. u know how funny and long it was to see it happen, and not even get hit. So many people dont want to admit it, but they would wish they had gunners when they got rushed by minigunners lol..

Subject: Gunner or Solo?

Posted by [RobotFood](#) on Tue, 05 Aug 2003 11:02:17 GMT

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true that archcasp... but the only bad things that piss people off are.....

A: When the gunner is a n00b and cant hit a thing.

B: When the driver wants to gun because they are so concerned as in to who gets the points.

i usually let someone else gun so we do more damage but, most other people dont care about the WHOLE team....

~PS: Arch how did you land those spots as moderators on all the best servers???????????

Subject: Gunner or Solo?

Posted by [Archcasp](#) on Tue, 05 Aug 2003 19:36:26 GMT

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RobotFoodtrue that archcasp... but the only bad things that piss people off are.....

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~PS: Arch how did you land those spots as moderators on all the best servers???????????

I hate the n000b gunners lol.. its why i dont play AOW unless one or more of my sniper buddies are on. and I got them cause I asked K9trooper for his, Drk gave me one cause I was a mod for trooper, and I asked crimson for hers cause i was a mod for the other 2 best sniper servers.. im just a lucky son of a bitch i think =)~

Subject: Gunner or Solo?

Posted by [Codys26](#) on Tue, 05 Aug 2003 21:11:35 GMT

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amen arch,

but i personally let ppl be gunner, but usually ppl tend ot leave me alone and not want to get in, so i only let friends who can be trusted

Subject: Gunner or Solo?

Posted by [Archcasp](#) on Tue, 05 Aug 2003 22:06:44 GMT

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yep like me =)~

Subject: Gunner or Solo?

Posted by [yahoo](#) on Tue, 05 Aug 2003 22:49:02 GMT

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RobotFoodthis topic is dead yahoo.... i shouldnt even have posted on it.

right this topic is dead but look how many post after mine

Subject: Gunner or Solo?

Posted by [RobotFood](#) on Wed, 06 Aug 2003 03:02:18 GMT

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yahoo it isnt dead anymore because we revived it..... it goes to the front of the topics when posted on

Subject: Gunner or Solo?

Posted by [PsY](#) on Sun, 17 Aug 2003 17:55:08 GMT

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I either gun myself or gun for osmeone else. That way I get the points/money from the gun hitting targets.
