

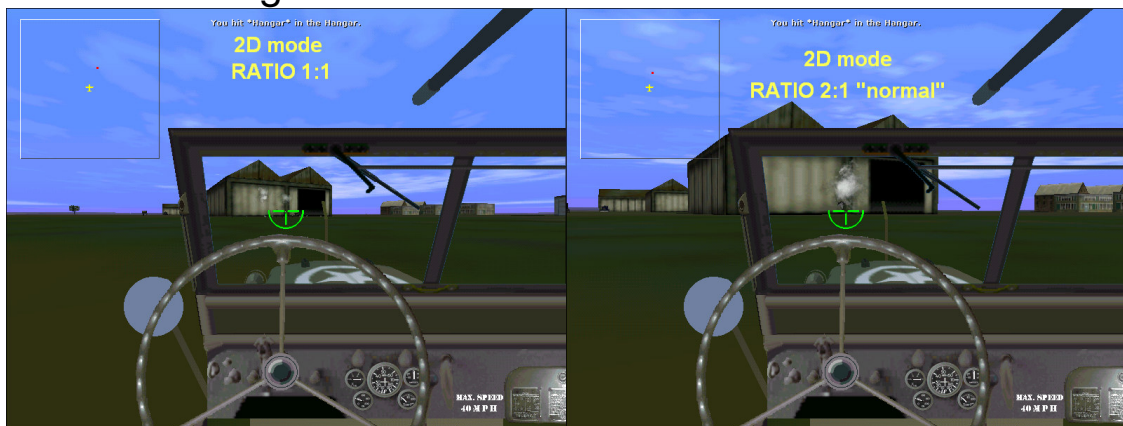
Fighting with the “Ma Deuce” jeep

This vehicle is armed with a Browning M2HB (for **H**eavy **B**arrel) .50 caliber machine gun. Depending if you are using *Tail Gunner Two* (TG2) or not, shooting with it will differ.

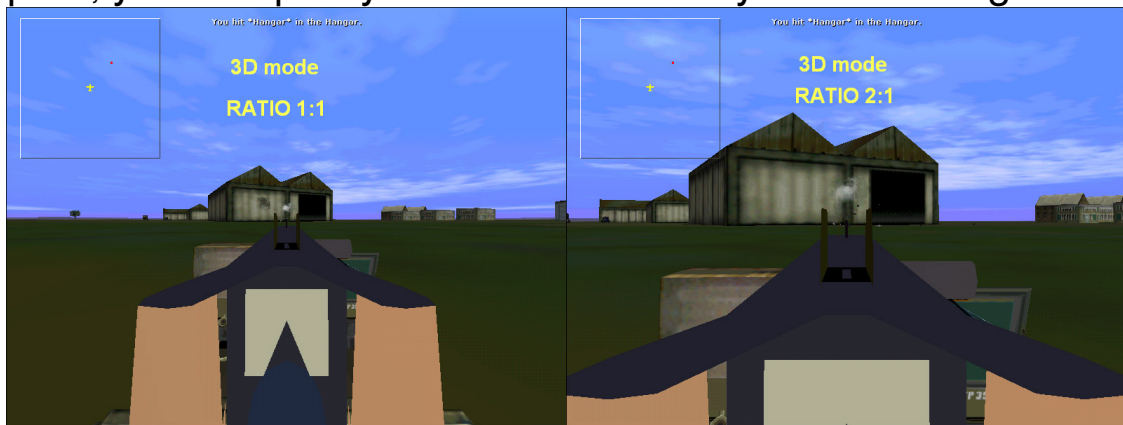
NO-TG2

The gun will fire forward like any aircraft fixed guns. You can aim in azimuth by turning the vehicle, but you can't change the elevation. In 2D view, the gunsight will point at the target. In 3D mode, the front blade gunsight will point at the target.

In 2D view, a ratio of 1:1 or 1:2 will have the gunsight pretty much on the target...



... but the more you will zoom-in, the more the gunsight will point under the target. The 3D gunsight is far superior on that aspect; you can pretty much aim from any zoom settings.





You can easily see the “droop” of the tracers bullets or their impacts’ flashes like in the picture above-right. Sharpshooters will certainly appreciate.

On flat terrain, the range is around 500 meters. Of course, climbing up or down will change that.

To get in the gunner POV, hit the F7 or F8 key in 3D mode. To return to the driver POV, hit the F5 or F6 key.

TG2

The gun will fire 360° in azimuth and -20° to +90° in elevation, following your mouse cursor. Parallax (firing point vs. viewing point) is next to nil, so no need to compensate. This, of course, if you use the “padlock mode” while shooting.

You can shoot at ground-sea targets and at airborne targets like any other “TG2 enabled” aircraft or vehicle, with the added advantage of two possible POV; driver seat or gunner position.



As you can see in the pictures above, taken a second or two apart, it will give you a clear field of fire but, on the minus side, you will have few visual feedback to know from where the attacker is coming.



But you can return to the driver POV and shoot with confidence as the aiming is exactly the same!

Range of the gun will vary with circumstances and... hem... gunner's talents. Best shots are taken from within 500 meters, but targets have been hit at a 1000 meters and more.

In TG2 settings, gun's flashes are associated with the starting point of the trajectory. To have the parallax reduced, I had to make CoG and POV very close. This, in turn, makes the flashes appear at the top of the tripod, approximately where the firing chamber is. Unfortunately, this is a necessary evil.



The actual DP file is a compromise. Gun trigger fire the TG2 enabled gun while the NO-TG2 is fired with the cannon trigger. The jeep has a full complement of 630 rounds for the TG2 gun but the “normal” gun must be loaded before the game.

This way, you may carry 1260 rounds.

For the “purists”, I have added two DP files which only have TG2 or NO-TG2 with gun triggering. Simply change the name of your choice DP file to *Jeep_MG.dp*.

The gun, in all DP files, is «rigged» to be destroyed by hits (we assume that the gun or its servant are out-of-service), so, if you fire but rounds’ count doesn’t move in no-hud view, this is the most probable reason why.

The jeep is not very “bullet-tolerant”, so try to use evasive maneuvers and shoot short bursts.

Good hunting!

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