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Subject: worst weapon?

Posted by [Anonymous](#) on Mon, 20 Jan 2003 19:24:00 GMT

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quote:Originally posted by C4kitty:There is no doubt that the mob is a good unit to use.... however he is not the best ever..... his ability to kill tanks is on the level with that with a powersuit/rave..... with one difference the range... the range of this unit makes it ineffective when trying to confront vehicles from a distance... there is no doubt that this unit can kill a substantial amount of armoured units... however..... any skilled tank driver can easily take this unit out via shooting the ground the mob is standing on.....the volt gun's tendency to make the mob a close range unit makes it lower on the list of effective ness..... you also stated that the flame trooper is 2nd most useless unit.... it range is limited..... but the fact that this unit is exceptionally good in close quarters rivals that of the chemtrooper..... also the ability for 2 of these units to take out a building with one clip prior to a c4 drop makes them invaluable on non-defense maps.....I've never had a problem with range on Mobius, and on the same note as your "any good tank driver" line, I'd say any good Mobius would be able to hold their own.Flame troopers are terrible, I'm sorry... they are the worst free unit by far, and are only truly effective early game in groups, like you said. I'd much rather have the grenadier.I thought about this today some more, too. I think GDI getting shafted on the Sydney-Chemwarrior tradeoff is more than compensated by the fact that GDI gets grenadiers while Nod gets stuck with flamethrowers.

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