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Subject: worst weapon?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 00:53:00 GMT

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OK, here's my thoughts, backed up by a lot of research on my behalf into damage and fire rates. Grenadiers: 1 grenadier, working alone, can 2/3 destroy a building from the OUTSIDE. Yes, that's right, outside. 48 grenade rounds is a lot of death. They're just as powerful as rockets, but he gets more. A 3 grenadier rush on Under, City, Volcano, Glacier, Walls can cripple a building in about 30-40 seconds once they start firing. Never say grenadiers suck. Cost-to-damage wise, these are the best characters ever. Also the only free unit that can blow up a building by itself from inside, I believe (besides the Engineer time/remote bug that is.). Chemwarriors: Never diss the chem warrior, he owns buildings. 1 timed c4 plus 2 or 3 (i think 3) clips = dead building. Chem rush owns on no-defense maps also. Chems do decent vs vehicles, too, and if you headshot people they eat infantry for breakfast. Shotgunners: How can you doubt a unit that can kill anyone in one headshot? I rest my case. Mobius/Mendoza: I CANNOT believe someone said Mobius sucks in this thread. Mobius is like Jesus, he can't die. Unlike Jesus, he also brings massive pain and death with him to anything, be it vehicles, infantry, or buildings. Mobius can kill Stealth Tanks/Arties/MRLS/Hummers/Buggies/Orcas/Apaches/Transports in one clip. He can kill Flamers/Meds/LTs/APCs in two. 3 or 4 headshots will kill pretty much anyone with him. He kills buildings as fast as a chemwarrior from inside. Laser Chaingunners: They do hella damage to vehicles and structures from outside, and people also. Like a slightly weaker version of Mobius. Stealth Black Hands: Their rifle actually does a little more damage per clip to vehicles and buildings than the LCG does, but they take longer to fire. It's a decent trade since they can cloak. My votes for most useless weapons would have to go to the Tiberium Auto-Rifle, with the Flamethrower in a distant second. The TAR sucks. It's slow to fire, the bullets are slow, and when you compare what Nod gets for the same price, the chemwarrior, you REALLY feel the shaft because he is the building assassin while Sydney is just a pansy until she saves her pennies for the Assault Suit.

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