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Subject: The best character classes.

Posted by [Anonymous](#) on Tue, 21 May 2002 14:50:00 GMT

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best class is either laser chaingunner, SBH, or in GDI's case, havoc or PIC sydney. PIC sydney has the range to knock out snipers, and one shot, head or chest, means death to any character. If you have good aim, then she's the best use for your 1000. Besides, most tanks and aircraft don't last long against the PIC. If you have not-so-great-aim or a tone of lag, it's better to sit back with a havoc and zoom in to make it all but like a point-blank shot. From far away, where lag is scarce, it's not as hard to get a good hit. A laser cg-er is the best all-around infantry...good range, good accuracy, good punch...it can kill vehicles faster than a rocket launcher, and deals near-instant doom to any infantry with a quick burst. A SBH is wonderful for those more laggy times. It is very precise, has a decent fire rate, plenty of ammo, can knock out light vehicles, slip c4 on some unsuspecting sniper's rear, stand in vantages sniping from decent range, as shots arrive instantly, and a quick burst gets a kill for a headshot, and not many people look for that shimmer in the middle of a raging fight. Also, they are THE BEST beacon planter in the game. You can plant a beacon, and lure some engies in for easy kills on unsuspecting targets-getting even more points. That's just my opinion, for the little amount that's worth.

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