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Subject: The best character classes.

Posted by [Anonymous](#) on Tue, 21 May 2002 14:33:00 GMT

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My favorite class... the basic infantry unit. Weapon is reasonably accurate and has a decent range. Expendable since he's free, so you can jump on the mines to clear the way for your C4 carrying hotwire/engineer teammates. Heck.. if I managed to knock a sniper's health down to half with a free unit before getting killed, I consider it a win for me since I gained a lot more points off them than they did off me. The free engineer is great too, for obvious reasons. Nod's chain laser black hand unit is probably one of my favorites and fits a similar purpose as Patch. And Patch certainly does do more damage to infantry than an officer and he has more health/armor. I like to use Patch to accompany Gunners in tunnels. You can assist with the building attack (Patch does a decent amount of damage to buildings for infantry) as well as defend them if any enemies come around. Anyway.. the free units are my favorites since you can have fun without worrying about getting killed. Suicidal C4 body-lobbing, for instance.

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