
Subject: how are patch chaingunlaser better then officer and stealth

Posted by [Anonymous](#) on Wed, 06 Mar 2002 22:07:00 GMT

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Yeah, I very much enjoy the 175 officers, they just kill infantry so \%\$#&* fast. And the rocket soldiers at 225 are VERY cheap anti tank. Its not like being a 450 patch, doing no damage to the tank, and then getting sniper pegged and losing 450 bucks when you could have done more and lost less with officer/rocket. Raveshaw/sydney(suit) really rule, some \$@#&! peeps are so good with them they run around and kill infantry, *!!!*, infantry left and right. And then they blast through those poor tanks. Mobius/Mendoza are cool and good, yes, but \$@&!# is it hard not to get pegged when there are good snipers all around, its like you have a big blinking light above your head that says "HEY ITS ME, WORTH A LOTTA POINTS, SHOOT ME, AIM FOR MY HEAD!!". I find myself lurking the tunnels like an outcast creature of the abyss when I choose those characters.
