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Subject: Completely Useless vehicles/infrantry

Posted by [Nukelt15](#) on Fri, 11 Feb 2005 00:55:38 GMT

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IMHO, the only truly useless vehicle is the transport heli...there aren't many places to go on any map that you can't reach with a regular APC, and that has a gun...and the heli is just so damned vulnerable to snipers. Even a poor shot like myself can only think of it as target practice.

The only useless infantry is the flamethrower (only because it is so outclassed by the chem trooper).

TAR Sydney is one of the few infantry I can reliably get kills with- good range, good damage, splash damage, and relatively good fire rate with decent health. Even when Patch and other advanced anti-infantry chars open up, I still find myself sticking with Sydney (when I'm not playing Mr./Ms. Fix-It, that is). A different set of skills is all you need to be good or bad with a particular character. Some people are great snipers, others are godly up close with a shotgun. I find my niche with the Repair Gun and TAR.

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