
Subject: Completely Useless vehicles/infrantry
Posted by [Kytten9](#) on Sat, 12 Feb 2005 03:20:35 GMT
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I dont think any character or vehicle is usless (apart from the transport chopper - that i agree on)

Flame/chem trooper are good in tunnels where everything is very tight nit...for example if you have a good chem or flame trooper on field you can more or less keep GDI snipers out of the tunnels because they have to refill so much or die trying. (unless the sniper is l33t or cheats)

Sydney (tib version) is good when: you have no WF, no have no Ref and the map is about 5 mins from over and the points are marginal because she delivers a reasonable amount of damage to vehicles but the points value return is helpful and she's cheap.

If Ramjets didnt damage flying vehicles as much as they do, it would turn City Flying into a nightmare, that map is unbalanced because apaches can reach the pp and ref too easily and a wolf pack of apaches would destroy the agt in minutes. Although im not too sure i agree with the amount of damage a ramjet does to the ranged artilary for both teams.
