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Subject: Sppecial roles of GDI infantry:(For noobs)  
Posted by [gufu](#) on Thu, 19 May 2005 22:45:05 GMT  
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Soldier-only usefull in groups  
Shotgun Trooper-Remember when you fight against hordes of enemy coming to your sniper?  
Now thoe guys are great backup!  
Grenadier-sucks! Use him alike shootgn trooper!  
Engineer-Great in rushes-but not much else!(WEll he too slow at repairing buidings!)  
Officer-Can mow down infantry. Can be used for as anti-sniper  
Rocket Soldier Officer-anti tank! WHAT ELSE?  
Deadeye-weak sniper! Only good when-u got no cash(and enemy lots of infantry!)  
Dr. Mobius-Shootgun Trooper exept-he best at anti-vehacle jobs  
Havoc-Better than deadeye. Usefull both at camping and assualting.  
Hotwire-Better version of engeener.Perfect at both rushes and building repair.  
Gunner-Good anti-tank. Good VS infantry too!  
Patch-Close range and support. And sniper protector!  
Sydney-Anti-infantry  
Sydney(ION CANNON)-killer! Best at anti-vehacle job!

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