

---

Subject: Re: Special roles of GDI infantry:(For noobs)

Posted by [csskiller](#) on Fri, 20 May 2005 02:58:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

gufuSoldier-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!

Uh, no.

Deadeye > Havoc Shoots faster, shows more skill in user

Mobius: anti-infantry and anti tank (range sucks)

Hotwire is not exactly perfect for rushes as its does cost 350 and engineers have no cost so it is better for early rushes that usually decide the game.

Personal Ion Canon: dual job like Mobius anti-tank / anti infantry (user must wield skill for anti infantry)

---