
Subject: Sppecial roles of GDI infantry:(For noobs)
Posted by [mision08](#) on Sat, 28 May 2005 18:03:47 GMT

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The tech/hot is the backbone of any team. Having a choice, anyone would rather fight with a ramjet over a pistol. However, If you think that the best character in Renegade is any other than a tech/hot you have lost sight of the main objective. The tech/hot will preserve more buildings and vehicles than any other unit, and we all know who destroys more buildings. It is simple to me. What does it cost to take out my target? A tech only cost 350 credits and can be more stealthy then a sbh. I would much rather the enemy hear "weapons Factory is under attack" 1 second later "Weapons Factory destroyed" opposed to "nuclear strike beacon has been deployed" you have 45 second to kill the enemy, disarm his nuke and make you team 300 points. At least that is what I hear.

These are facts not opinions and are not subject to review.
