
Subject: Re: Using free soldiers

Posted by [m1a1_abrams](#) on Sun, 11 Dec 2005 13:39:37 GMT

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Personally I don't agree with all this talk about the player always being better off with a Nod Engineer/Flamethrower/Shotgunner. The range of the automatic rifle is more important than you're making out. The other free Nod troops have short range weapons and it's not always possible to close down the distance. In specific situations (depending on the terrain cover etc.), then of course a different character could do the job better, but that doesn't make the Nod Soldier worthless. Actually I'd say there are more instances where you could make use of the rifle guy than the other three. The heavily contested and generally more important areas of the Renegade maps tend to be dominated by open space, in which case the other free guys are going to be spending more time trying to get in range than hurting anything (particularly vs vehicles).

Btw, I realise that enemy infantry do tend to favour the areas of cover. Obviously short ranged but more powerful weapons are going to shine here, but you are specifically hunting infantry in this instance. My point is that you can take a rifle soldier into the map and do some worthwhile damage to almost anything. When you're dealing with the unknown, rifle soldiers are a better choice out of the free characters.
