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Subject: Re: pairs... your choices

Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 21:21:47 GMT

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I think there was this one game where I was a Sydney(not a Sydney 2) and someone else was a Gunner and together we defended the base from vehicles and tunnel-dwellers. Of course, in terms of sheer effing power, one time on Field, a pair of Dr. Mobius units entirely björked Nod.(Particularly me. God damned lag-kills...) As for GDI-side vehicles, I'd say a pair of Medium Tanks. It's not very original, but it works.

On Nod side, though... How about a Chem Sprayer and a Black Hand Laser Chaingunner? In sheer terms of damage, those two can obliterate a lot of crap. Vehicles and infantry.(But mostly vehicles.) And speaking of vehicles... Not much can top a good dual Stealth Tank run.(Mind you, I said "good". Obviously, if even one of the two go in full throttle and get spotted, everything's farked.)

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