
Subject: C&C Renegade

Posted by [R3N3G1DE](#) on Sat, 07 Jul 2007 01:04:23 GMT

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GDI Characters

Soldier

This is the standard GDI assault infantry unit. It has only the basic combat training, but their lack of combat education is compensated with automatic weaponry. Each unit is equipped with the Raptor Auto Rifle, which is particularly useful against infantry, but can be used against light armored vehicles as well.

Shotgun Trooper

This fellow is not someone you want to meet up close. Dispensing fragmented bullets in each shot can, and is quite damaging in close range, especially when aiming to the head. This guy is great for close support for offensive Engineers and for defending the base against infantry and enemy Engineers.

Grenadier

The Grenadier is a specialized, highly motivated infantry unit. Entrusted with the standard-issue Kestrel Grenade Launcher, Grenadiers are often deployed immediately behind frontline minigunners and Grunts to lend suppressive fire support and to punch holes through fortified enemy emplacements with their high explosive rounds. Friendly troops -- including free-wheeling commandos -- would do well to know the whereabouts and activities of nearby Grenadier teammates; collateral damage and friendly fire from Grenadiers is a constant concern out on the battlefield.

Engineer

Engineers play a crucial role in the GDI war effort. Enlisted right out of college, they are often deployed on the frontlines to perform particularly hazardous functions such as disarming explosives and sabotaging enemy structures. Without the burden of a machine gun or other heavy weapon, Engineers are free to carry a full load of explosive devices. Perhaps their most important task is the repairing of friendly vehicles and structures with standard issue Gizmo repair guns. Complex, expensive vehicles benefit greatly from this type of battlefield support. It is not uncommon to see legions of Engineers trailing in the dusty wake of a rolling fleet of Mammoth Tanks.

Officer

Versatile, resourceful, and tough, this GDI soldier is much more than your average grunt. The Officer is one of the most indispensable infantry, as crucial in highly orchestrated assaults as he is for emergency defense. Officers are mentally equipped as well; these soldiers are trained to keep their cool during tense combat situations. With a chain fed machine gun and a heavier armor, they are certainly fierce units.

Rocket Soldier Officer

The Rocket Soldier Officer is a true specialist in his field, wielding his Rocket Launcher as if a natural extension of his arm. Deadly to anyone and everyone, extremely potent against slow moving vehicles both heavy and light armored. Great at distracting snipers and narrowing their

field of view.

Deadeye

Part of GDI's legendary Dead-6 commandos, his nickname is very much accurate, he has a deadly eye, capable of immobilizing any foot soldier from afar. This guy is certainly a great asset in the war against Nod. Having no heavy weapons makes this guys extremely vulnerable to vehicle assaults.

Dr. Mobius

Much like his Nod counterpart, Mendoza, Dr. Mobius is deadly with his trusted Volt Auto Rifle. Great for close support against both infantry and vehicles. Relative low armor and medium-short range of the Auto Volt Rifle are his main and perhaps only weaknesses.

Havoc

The Ramjet sniper rifle makes Havoc one of the strongest infantry on the battlefield, much like his Nod counterpart, Sakura. With one shot one kill against infantry, a sniper scope and a jet propelled bullet that can pierce armor as well as straight lines of infantry. So watch it, in Friendly Fire games. He is especially lethal against aircrafts. While not destroying them with one shot, he is a valuable weapon against aircraft assaults.

Hotwire

This Dead-6 commando, repairing both vehicles and buildings at double the speed of regular Engineers and carrying a load of proximity C4s to mine the bases against Nod invasions, can and does help greatly in the campaigns against Nod. This unit is the only GDI unit that can take out a building all by herself.

- Continuing GDI Characters - Next: 3 More Characters... ~Max Pictures = 10~
