
Subject: Best Character?

Posted by [SuperMidget](#) on Mon, 31 Jan 2005 15:28:10 GMT

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Whats your opinion on the BEST character?

Remember: Weapon drop is off so don't say SBH CAZ THE CLO4K11!!!!

IMHO: I think PIC is, I can hide behind a wall, see that someone is coming, strafe, fire, and have time to reload if needed. And usually its a HS cuz i'm just that good ...

Subject: Re: Best Character?

Posted by [ghostSWT](#) on Mon, 31 Jan 2005 16:20:59 GMT

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Well sbh + nuke is always good but it's imposabe to say what is the best charecter without knowing the situation. I like sbh+nuke, rav, ramjet, sniper, patch, tech/hoty it just depends on the situation.

PS. I don't know y but I have better aim(hs) with a rav then with a pic.

Subject: Best Character?

Posted by [SuperMidget](#) on Mon, 31 Jan 2005 16:30:21 GMT

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Not me, i find the pic is a much wider shot, giving you a better chance to hit the head of an oppenent. Favorite oppenent? Nod soilder of course :rolleyes: BIG head

Subject: Best Character?

Posted by [Spoony_old](#) on Mon, 31 Jan 2005 16:53:54 GMT

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technician/hotwire by far, they just have so many uses.

Other than that, the only ones I use much are Raveshaw (and that's only when I have a light tank) plus GDI soldiers/engineers in the early game

Subject: Best Character?

Posted by [karmai](#) on Mon, 31 Jan 2005 17:30:23 GMT

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How could you say anything besides Hottie/Tech

Best for repairing, sneaky for killing buildings, and thats what we use 90% of the time.

Subject: Best Character?

Posted by [gr8man13](#) on Mon, 31 Jan 2005 18:28:30 GMT

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well i say PIC/RAV, they are both awsome against vechicles, soldiers, and buildings

Subject: Best Character?

Posted by [Creed3020](#) on Mon, 31 Jan 2005 20:48:54 GMT

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Chem Warrior

Subject: Best Character?

Posted by [almor999](#) on Mon, 31 Jan 2005 20:52:27 GMT

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I agree with spoony and sniprs, the tech/hotwire is by far the best overall character. They can repair buildings/vehicles/teammates. They have proximity mines, they are great for killing buildings. All the characters have their use and depending on the situation different characters are better.

Subject: Best Character?

Posted by [IceSword7](#) on Mon, 31 Jan 2005 20:58:50 GMT

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Best Char:
Hottie/Tech
or
PIC/RAV

Favorite Character:

Havoc/Sakky

Just cuz i love ownin n00bs who complain about the "n00bjet rifle"

Subject: Best Character?

Posted by [SuperMidget](#) on Mon, 31 Jan 2005 22:29:14 GMT

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Looks like pic/rav are winning by 1 vote techies suck pvp. OOoo they can take out a building fast, so? pic can kill buildings (slowly), units, vechies and extras

Subject: Best Character?

Posted by [Spoony_old](#) on Mon, 31 Jan 2005 23:10:09 GMT

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they can also heal all vehicles and infantry, fix buildings, defuse c4, disarm beacons, mine the base, and in the hands of a skilled player: be truly fearsome with a pistol.

(Granted, any character can do the last part)

Subject: Best Character?

Posted by [glyde51](#) on Mon, 31 Jan 2005 23:12:57 GMT

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Patch, his Tib gun is teh best!1!1!!!11!

Or the GDI Officer.

Subject: Best Character?

Posted by [Deathgod](#) on Mon, 31 Jan 2005 23:52:23 GMT

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I'd have to go with tech/hottie as the most utilitarian character overall (especially on our server since they have shotguns) but my personal favorites are Mobius and Raveshaw.

Subject: Best Character?

Posted by [PointlessAmbler](#) on Tue, 01 Feb 2005 01:54:15 GMT

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I like the Chemwarrior for his insane power versus light vehicles, and the ability to demolish a building single-handedly.

Subject: Best Character?

Posted by [karmai](#) on Tue, 01 Feb 2005 14:04:49 GMT

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The Pic/Rav isn't the best character, cost way too much money and in order for it to do alot of damage you have to buy a tank to hide behind (Light/Med/Apc usually)

You people who are saying Chem warriors are absolutly retarded, I hope you're joking. The Chem Warrior is pointless on every map, except volcano if you want to kill the harvy in big ladder n00b servers.

Subject: Best Character?

Posted by [karmai](#) on Tue, 01 Feb 2005 14:06:58 GMT

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PointlessAmblerI like the Chemwarrior for his insane power versus light vehicles, and the ability to demolish a building single-handedly.

Dude it takes well over a minute for a chem warrior to kill a building, the entire time you hear "building under attack", your team has so much time to get back and save it, all you have to do is repair the outside with a hottie, you can't over power it.

Subject: Best Character?

Posted by [SuperMidget](#) on Tue, 01 Feb 2005 14:58:23 GMT

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So what do you think is the best character? :rolleyes:

Subject: Best Character?

Posted by [karmai](#) on Tue, 01 Feb 2005 16:42:38 GMT

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I told you, Hotties/Techs are most usefull.

if you want to play a game that requires skill (aginst a decent clan), try to run around with an officer, chem trooper, see whatr happenes

Subject: Best Character?

Posted by [Tunaman](#) on Tue, 01 Feb 2005 20:05:43 GMT

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I say Hottie/Tech are the best, if you are good w/ a pistol, you can take out most people that use PIC's... And you can rack up serious points blowing up vehicles and buildings.

Subject: Best Character?

Posted by [SuperMidget](#) on Wed, 02 Feb 2005 13:39:25 GMT

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But they are so weak! Also include the fact that they have a mild distance to their pistol. Pic can shoot, what is it, like 50 feet?

Subject: Best Character?

Posted by [Spoony_old](#) on Wed, 02 Feb 2005 13:56:26 GMT

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they're weak if you suck with a pistol, yes.

Subject: Best Character?

Posted by [SuperMidget](#) on Wed, 02 Feb 2005 14:00:03 GMT

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Or if you just keep your distance. :rolleyes:

Subject: Best Character?

Posted by [karmai](#) on Wed, 02 Feb 2005 14:14:00 GMT

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SuperMidget, you normally have a tech INSIDE your tank, if you run into a pic and it hurts you, in almost every tank you can get out and repair faster than the pic can do damage

Subject: Best Character?

Posted by [SuperMidget](#) on Wed, 02 Feb 2005 17:22:38 GMT

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Edit: I'm talking purely usefulness not necessarily PvP

Subject: Best Character?

Posted by [Spoony_old](#) on Wed, 02 Feb 2005 20:14:52 GMT

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if you're talking "usefulness", then the hotwire and tech win hands down.

if you're talking "ability to blow stuff up at really long range", which sounds more like it to me, then yes... you're better off with a PIC or something

Subject: Best Character?

Posted by [SuperMidget](#) on Thu, 03 Feb 2005 15:05:33 GMT

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Hmm good point. I guess I like the PIC more because I'm not the greatest pistol owner

Subject: Best Character?

Posted by [IRON FART](#) on Fri, 04 Feb 2005 05:13:20 GMT

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Hotwire/Tech most useful.

Deadeye/Blackhand Sniper, good cheap snipers. They don't give off a blue streak when they fire either, so they won't give away your position.

Subject: Best Character?

Posted by [karmai](#) on Fri, 04 Feb 2005 14:13:55 GMT

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You guys dont understand that this game isn't THAT important to be elite with infrantry, the tanks are what win you the game in renegade. Only map that you need good infrantry skills on is volcano, which you'd better have atleast 2 people on your team that are decent with a pistol or you will lose your ref/power/wepons/air in the first 10 minutes of the game to engi's.

Subject: Best Character?

Posted by [SuperMidget](#) on Fri, 04 Feb 2005 15:07:17 GMT

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SnipsYou guys dont understand that this game isn't THAT important to be elite with infrantry, the tanks are what win you the game in renegade.

Yes but this thread is about infantry.

Also, that's another thing I have to debate when sniping, Power? or Stealth?

Subject: Best Character?

Posted by [Spoony_old](#) on Fri, 04 Feb 2005 16:26:11 GMT

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SnipsYou guys dont understand that this game isn't THAT important to be elite with infrantry, the tanks are what win you the game in renegade. Only map that you need good infrantry skills on is volcano, which you'd better have atleast 2 people on your team that are decent with a pistol or you will lose your ref/power/wepons/air in the first 10 minutes of the game to engi's.

gl killing their harv and protecting yours on any map if you suck with pistol.

gl winning wallsfly or cityfly without a decent sniper.

infantry skill isn't as important as tankskill but to say it isn't important at all is just wrong

Subject: Best Character?

Posted by [karmai](#) on Fri, 04 Feb 2005 16:47:22 GMT

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Im saying you dont have to be AMAZING with infrantry, if everyone on your team sucks with infrantry you can get away with getting all soldiers and probably being ok, as far as the sniper on city flying.

That's why we always lose

Subject: Best Character?

Posted by [Deathgod](#) on Fri, 04 Feb 2005 19:41:34 GMT

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SuperMidgetSniprsYou guys dont understand that this game isn't THAT important to be elite with infrantry, the tanks are what win you the game in renegade.
Yes but this thread is about infantry.

Also, that's another thing I have to debate when sniping, Power? or Stealth?

Stealth is always better as a sniper. If you can land the first shot undetected you should always win.

Subject: Best Character?

Posted by [IceSword7](#) on Fri, 04 Feb 2005 19:47:56 GMT

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DeathgodSuperMidgetSniprsYou guys dont understand that this game isn't THAT important to be elite with infrantry, the tanks are what win you the game in renegade.
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Cant always nail a head shot on the first shot

I think powers better

Subject: Best Character?

Posted by [SuperMidget](#) on Sat, 05 Feb 2005 01:43:20 GMT

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See? Depends I guess on the situation or map.

Subject: Best Character?

Posted by [Deathgod](#) on Sat, 05 Feb 2005 03:23:03 GMT

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IceSword7

Cant always nail a head shot on the first shot

I think powers better

Maybe *you* can't.

Subject: Best Character?

Posted by [IceSword7](#) on Sun, 06 Feb 2005 05:58:44 GMT

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no one can

Subject: Best Character?

Posted by [Buavey](#) on Tue, 08 Feb 2005 03:55:52 GMT

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Ill take the Rail gun over the PIC anyday. I always seem to have a better k/d with the Rail gun, not to mention there is the After Burn from it to, which does a little more damage! 500 Snipers are also great!

Subject: Best Character?

Posted by [Wyld1USA](#) on Tue, 08 Feb 2005 04:47:51 GMT

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I like Patch, headshots rule with him. On NOD, Ravenshaw is my man. If Mr. Havoc doesn't HS me, he is usually toast.

As far as the pistol discussion, My skills are average and it has never kept me from winning. Ability to mine, defend, coupled with teamwork and just being plain smart is the advantage. I have had some of the best inf players run right by me while I'm hiding behind a rock, wall, or corner, right before i walk into their building and take it out with my Tech or Hottie. Doh!

Subject: Best Character?

Posted by [stealthkiller](#) on Wed, 09 Feb 2005 02:40:35 GMT

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Usefulness: Hottie/Techie

PvP: Sniper (probably my pick cuz i like to snipe :rolleyes:)

Subject: wow

Posted by [R3dn3ck89](#) on Tue, 22 Feb 2005 14:55:02 GMT

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on gdi i like using patch

on nod i like using blackhand chaingunner

Subject: Best Character?

Posted by [EA-DamageEverything](#) on Fri, 04 Mar 2005 07:38:06 GMT

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Sniprsthe tanks are what win you the game in renegade. Only map that you need good infrantry skills on is volcano. I have never seen a tank who drops a beacon or C4

Best Soldiers for Infantry fights= NOD LCG/GDI Patch

Best defense (you MUST all agree)= Hottie/Tech

Best Infantry to get Vehicles down= Mendoza/Möbius (Rave&Pic must reload after 1 Shot -annoying)

The Best rushers in the first 5 Minutes= 3 MPs as a group for 1 Building. Don't take Engis, because they only have a Pistol and as you all know, you will be attacked from Infantry. In case you are not skilled in using the Pistol right, better rush with 3 timedC4-equipped Soldiers.

The Flamethrower can be taken out of the Game I guess. Shotgun makes fun sometimes!

Subject: Best Character?

Posted by [Homey](#) on Fri, 04 Mar 2005 11:25:34 GMT

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EA-DamageEverythingSniprthe tanks are what win you the game in renegade. Only map that you need good infantry skills on is volcano. I have never seen a tank who drops a beacon or C4

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The Flamethrower can be taken out of the Game I guess. Shotgun makes fun sometimes! Sometimes I would prefer to be a sniper rather than a tech for defence. Ideally walls flying, if I'm on the wall, theres no need for mines unless over 5 people rush, but then I'll just go down there

Subject: Best Character?

Posted by [CackBoy26](#) on Fri, 04 Mar 2005 15:40:07 GMT

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I'll give you that Mobius can mow down some tanks, but for \$600 less, Gunners fkn own.

Subject: Best Character?

Posted by [stealthkiller](#) on Sat, 05 Mar 2005 01:07:48 GMT

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It depends on what kind of defense you're talkin about. Defending buildings, then of course hottie/tech. But against infantry snipers are better. i.e. you see someone from far off heading for your pp, its easier to pick them off when you're a sniper. if you're a hottie, by the time you get to the pp theres already 10-15 seconds wasted for a timed c4, unless you mined.

Subject: Best Character?

Posted by [warranto](#) on Sat, 05 Mar 2005 13:43:22 GMT

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IceSword7no one can

Uhh... I ALWAYS aim for the head. So quite often I get it "on the first shot"

Subject: Best Character?

Posted by [Renx](#) on Sat, 05 Mar 2005 16:07:50 GMT

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IceSword7no one can

Where do you play? LAN?

Any sniper should always aim for the head, and be as stealthy as possible. People who suck at sniping use n00b cannons.

Subject: Best Character?

Posted by [stealthkiller](#) on Sat, 05 Mar 2005 23:00:03 GMT

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RenxIceSword7no one can

Where do you play? LAN?

Any sniper should always aim for the head, and be as stealthy as possible. People who suck at sniping use n00b cannons.

Although I agree that Havocs/Sakuras kill too easy, there are some snipers who are good that use \$1000 snipers.

Subject: Best Character?

Posted by [warranto](#) on Sun, 06 Mar 2005 00:26:16 GMT

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Call it cheap, but in air-supported maps, I usually go with a havoc/sakura

Subject: Best Character?

Posted by [Jzinsky](#) on Tue, 08 Mar 2005 01:10:40 GMT

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There was this one time, on Field, that Nod kept on rushing with waves of stanks. I just sat inside the Agt with Mobius blasting the living hell out of it all.

My two penneth is thus:

P2P : Patch / LCG

Death charge : Flame/chem (all they can see is this big flame, quite hard to actually kill you, but they do eventually)

Tanks (long range) Pic or Rav

Tanks (close range) Mendoza/ Mobius or LCG/ Patch (money dependent)

Base defence (aside from Engy's) Mobius/Mendoza. Snipers are good before they actually get

into the base.
