
Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Mon, 07 Feb 2005 17:02:58 GMT
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Name yours.

Mine:

Useless Vehicles

1. Transport Heli's
2. Buggy rarely accomplishes anything

Infrantry

1. Chem Trooper
 2. Tyb Sydney
 3. Flame Trooper
 4. Patch
 5. 500\$ Snipers
-

Subject: Re: Completely Useless vehicles/infrantry
Posted by [SuperMidget](#) on Mon, 07 Feb 2005 17:33:14 GMT
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SniprsName yours.

Mine:

Useless Vehicles

2. Buggy rarely accomplishes anything

Bug pwns on city. I actually prefer the bug to the humv because of speed, size and cost. I regret buying it, however, when I encounter a humv solo however.

Useless Vehicles

1. Transport Heli's
2. Tiberium Harvester (mutation map) 1400 for NOTHING! It's # 2 because it's slightly amusing.
3. Light Tank

Infrantry

1. Nod Soldier
 2. Flame Trooper
 3. Shotgun Soldier (generally speaking)
 4. Tyb Syd
 5. Patch (hate him)
-

Subject: Completely Useless vehicles/infrantry

Posted by [cowmisfit](#) on Mon, 07 Feb 2005 22:36:15 GMT

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I don't get it, if your talking about naming off things were not good with then

Vecs: Artillery / MRLS

Characters: Im good with all of them, pure pwnage.

Subject: Completely Useless vehicles/infantry

Posted by [ghostSWT](#) on Tue, 08 Feb 2005 00:22:51 GMT

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In my opinion there are no useless vehicles they all have a functions but not all vehicles are useful in all maps. like on hourglass buggys/humv are useless on other maps like city/walls they can be good.

as for char i think flametroup, shutgun and tib syd suck and maybe chem trop also

Subject: Completely Useless vehicles/infantry

Posted by [Buavey](#) on Tue, 08 Feb 2005 03:44:54 GMT

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All the vehicles are good in my opinion.

As for characters. Tib Sydney just sucks! Although the shotgun seems pointless they are good in close quater combat and you can rack up the points with them and vehicles. Patch is only good against Infantry and light armored vehicles(ie Buggies and Altys/MRLS)! Everything else is fair game!

Subject: Completely Useless vehicles/infantry

Posted by [IRON FART](#) on Tue, 08 Feb 2005 04:08:31 GMT

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Quote:

Mine:

Useless Vehicles

1. Transport Heli's
2. Buggy rarely accomplishes anything

Infantry

1. Chem Trooper
 2. Tyb Sydney
 3. Flame Trooper
 4. Patch
 5. 500\$ Snipers
-

Transport Helis...Definatly. Bad armor, no weapon, moving target. Can get to higher ground though. CAN be useful if used right.

Buggy. Owns big time on City. You can rush ANY building on GDI on City with a buggy besides Barracks.

Go to WF

Go to WF...Heal...Go to AGT

Go past WF to Ref

Go past WF past Ref to PP

Go Past Barracks to PP

Go to Barracks...Heal...Go to AGT

Rushing the powerplant directly is very effective. One engineer and one tech can easily take it down. You can also do this very early on.

Chem trooper...Very good when standing on a Tib Field. Inflicts good damage although not long range.

Tib Sydney. Good range, good damage. Although not very tactical.

Flame trooper...Good damage on Harvester. Thats about it though.

Patch...Good weapon.

500 Snipers. These are worth it if you are a really good sniper. If you are good enough, you can make it last and still no get owned. At the same time, if you do happen to die, you would still be able to buy another one faster.

I'd say my most useless units are the Nod/GDI Officers and again, the Transport.

Subject: Completely Useless vehicles/infrantry

Posted by [WylD1USA](#) on Tue, 08 Feb 2005 07:08:06 GMT

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I agree with the comments that say it depends upon the map. I think you have to be able to use all vehicles to be "well rounded" or a Pro as some put it for this game. In the right hands regardless of the side, your vehicle can own. I can take out a Med with a Stank, or a Stank with a Med. Arti with a Mrl or a Mrl with an Arti. I think you get the theme.

The only vehicle I have no use for and only use when screwing around is the transport. (stacking "giggle") If you can rush in that and succeed, the other team is really not that good. I have yet to see a successful rush in one.

Subject: Completely Useless vehicles/infrantry

Posted by [karmai](#) on Tue, 08 Feb 2005 14:01:16 GMT

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I am not talking about in big games, in small games (usually clanwars), if you waste money on a chem warrior, tib syd, 500 sniper, you will lose, they server no purpose in winning you the game. The ONLY time a 500 sniper could work would be at the end of a game to cover a becon from long range, or to defend once the other team has long their airstrip/barracks.

And still, a ramjet would work better.

And for the buggy, notice I said RARELY accomplishes anything.

Yes, they can work sometimes at the start of a game on city flying, and yes humvees are good for the start of a game on complex. That's about it though.

I cant believe you said light tanks, those are one of the MOST usefull tanks in this game.. if nod didnt have lights they would never win on field (highly played map), city flying (another highly played map), under, and pretty much anything with defences (including all the new maps).

Subject: Completely Useless vehicles/infrantry

Posted by [Spoony_old](#) on Tue, 08 Feb 2005 16:04:11 GMT

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light tanks = useless? wow what version of ren are you playing

Subject: Completely Useless vehicles/infrantry

Posted by [karmai](#) on Tue, 08 Feb 2005 17:05:49 GMT

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Yeah he's an idiot, that made me laugh my ass off.

Subject: Completely Useless vehicles/infrantry

Posted by [SuperMidget](#) on Tue, 08 Feb 2005 18:33:51 GMT

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1. This is in my opinion.
 2. It is only useless to ME becuase I have never used a light tank and I probably never will.
 3. Sniprs please don't flame until you have an intellegent decision or you have more info. That was totally not called for.
-

Subject: Completely Useless vehicles/infrantry

Posted by [karmai](#) on Tue, 08 Feb 2005 23:41:20 GMT

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You really have no fucking idea what you are talking about SuperMidget.

You dont have a clue how badly you would lose to me in a 1v1 as well

Subject: Completely Useless vehicles/infrantry
Posted by [Spoony_old](#) on Wed, 09 Feb 2005 00:57:14 GMT
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rag week?

Subject: Re: Completely Useless vehicles/infrantry
Posted by [stealthkiller](#) on Wed, 09 Feb 2005 02:35:22 GMT
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SniprsName yours.

Mine:

Useless Vehicles

1. Transport Heli's
2. Buggy rarely accomplishes anything

Infrantry

1. Chem Trooper
2. Tyb Sydney
3. Flame Trooper
4. Patch
5. 500\$ Snipers

Tranny: yes....buggy: only good on City

I agree with all the infrantry except patch and \$500 snipers :S patch friggin kills other infrantry if you know how to use him, and \$500 snipers....I dont even know how that is an issue, using \$500 shows skill in sniping, I easily kill other infrantry with these bad boys

Subject: Re: Completely Useless vehicles/infrantry
Posted by [Deathgod](#) on Wed, 09 Feb 2005 04:50:20 GMT
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stealthkiller

I agree with all the infrantry except patch and \$500 snipers :S patch friggin kills other infrantry if you know how to use him, and \$500 snipers....I dont even know how that is an issue, using \$500 shows skill in sniping, I easily kill other infrantry with these bad boys

There is no reason to purchase a Patch unless you are for some reason permanently unable to afford a Mobius. Officers kill infantry just as well as Patch, are a lot cheaper, and don't have the problem of not being able to damage Chemwarriors like Patch does. Patch also can't kill a building by himself, while his Nod counterpart (the SBH) can do this with ammo to spare AND can cloak AND does excellent damage to both vehicles and infantry, unlike Patch. While I agree that Patch is a bad man, in almost every situation there are better alternatives. Gunner is a better deal in the same character range, for example.

Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Wed, 09 Feb 2005 14:14:42 GMT
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In aow, you cant rack up many points with snipers. I am talking about in 2v2's and 3v3's here people, if you waste money on any infrantry other than a ramjet or a tech, you'd probably lose the game unless you were playing terrible players.

This game is won by tanks, in most every map.

Subject: No truely useless weapons in Renegade.
Posted by [modemmack](#) on Thu, 10 Feb 2005 16:36:38 GMT
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I have found that there are notany useless vehicles in Renegade. It's one of the most balanced games ever made in my opinion. Everything has its place, but very few can utilize them correctly or effectively. With the exception of the atry and the mam, all the vehicles can cover alot of ground quickly. That makes even to weakest rides useful if you can exploit the situation.

Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Thu, 10 Feb 2005 17:04:40 GMT
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Transport heli's = useless

And dude, the art is nods most useful vehicle on most maps, with an exception of flying maps.

Subject: Re: No truely useless weapons in Renegade.
Posted by [Ripintou](#) on Thu, 10 Feb 2005 17:26:04 GMT
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modemmackIt's one of the most balanced games ever made in my opinion. .

I can agree until we get to the Ramjet / Orca or Apache issue.

On topic

I've found that it's not the character or vehicle that is the issue, rather the players handling of such a character or vehicle

As the saying goes: The car is only as good as the driver!

Subject: Completely Useless vehicles/infantry
Posted by [Nukelt15](#) on Fri, 11 Feb 2005 00:55:38 GMT
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IMHO, the only truly useless vehicle is the transport heli...there aren't many places to go on any map that you can't reach with a regular APC, and that has a gun...and the heli is just so damned vulnerable to snipers. Even a poor shot like myself can only think of it as target practice.

The only useless infantry is the flamethrower (only because it is so outclassed by the chem trooper).

TAR Sydney is one of the few infantry I can reliably get kills with- good range, good damage, splash damage, and relatively good fire rate with decent health. Even when Patch and other advanced anti-infantry chars open up, I still find myself sticking with Sydney (when I'm not playing Mr./Ms. Fix-It, that is). A different set of skills is all you need to be good or bad with a particular character. Some people are great snipers, others are godly up close with a shotgun. I find my niche with the Repair Gun and TAR.

Subject: Re: No truly useless weapons in Renegade.
Posted by [karmai](#) on Fri, 11 Feb 2005 01:46:00 GMT
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RipintoumodemmackIt's one of the most balanced games ever made in my opinion. .
I can agree until we get to the Ramjet / Orca or Apache issue.

On topic

I've found that it's not the character or vehicle that is the issue, rather the players handling of such a character or vehicle

As the saying goes: The car is only as good as the driver!

If ramjets didnt do as much damage to flying vehicles, gdi would always win because orcas are so fucking good.

Subject: Completely Useless vehicles/infrantry
Posted by [flyingfox](#) on Fri, 11 Feb 2005 03:01:37 GMT
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The GDI rocketofficer is useless for the wrong reason; slow moving static rockets miss human players so much.

tiberium sydney's don't really have a use; you're better off using a GDI soldier. it's one of the developing lowpoints of renegade. hell they might as well have made the tib sydney a free character.

Subject: Completely Useless vehicles/infrantry
Posted by [Deathgod](#) on Fri, 11 Feb 2005 06:03:52 GMT
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flyingfoxtiberium sydney's don't really have a use; you're better off using a GDI soldier. it's one of the developing lowpoints of renegade. hell they might as well have made the tib sydney a free character.

<http://fudonline.brinkster.net/syd1.asp>

<http://fudonline.brinkster.net/gdiinf.asp>

Against light armor per clip, the rifle soldier only does 30 less damage... so early game you might as well just take the free soldier. Against heavy armor though, Sydney wins out. She does get more life and is a smaller target as well. Honestly though, she is outclassed by just about every other character in the game, free characters included.

Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Fri, 11 Feb 2005 14:04:57 GMT
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Dude, a gdi soldier does so much more damage trust me, and much more accurate. Tyb syd = waste, and useless.

The WORST character in a game, it is a joke

Subject: Completely Useless vehicles/infrantry
Posted by [flyingfox](#) on Fri, 11 Feb 2005 19:49:48 GMT
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Now she's OK for giving teammates a hand in defeating a heavy-type vehicle but against a smaller, fast vehicle she's awful in comparison to the GDI soldier as most of his shots will actually hit. Since you need to get close to ensure accuracy the vehicle will probably kill her, not to

mention it'll take her 10 seconds to dish out 120 damage against vehicles which have either 800, 600 or 400 health in total. she's a support unit that loses out when alone.

of course it you can pick up, say, a GDI rifle then she's better than a soldier because she has more health and is smaller.

Subject: Completely Useless vehicles/infrantry
Posted by [Kytten9](#) on Sat, 12 Feb 2005 03:20:35 GMT
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I dont think any character or vehicle is usless (apart from the transport chopper - that i agree on)

Flame/chem trooper are good in tunnels where everything is very tight nit...for example if you have a good chem or flame trooper on field you can more or less keep GDI snipers out of the tunnels because they have to refill so much or die trying. (unless the sniper is I33t or cheats)

Sydney (tib version) is good when: you have no WF, no have no Ref and the map is about 5 mins from over and the points are marginal because she delivers a reasonable amount of damage to vehicles but the points value return is helpful and she's cheap.

If Ramjets didnt damage flying vehicles as much as they do, it would turn City Flying into a nightmare, that map is unbalanced because apaches can reach the pp and ref too easily and a wolf pack of apaches would destroy the agt in minutes. Although im not too sure i agree with the amount of damage a ramjet does to the ranged artillery for both teams.

Subject: Completely Useless vehicles/infrantry
Posted by [Spoony_old](#) on Sat, 12 Feb 2005 09:32:50 GMT
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lack of ramjets would only be a problem in small games, in big games you'd actually see orca vs apache fights won by skill instead of some retard with zero skill interfering with it with his n00btube

Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Sat, 12 Feb 2005 21:18:08 GMT
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Yes spoony, but you know who would win every game as much as I do

Subject: Completely Useless vehicles/infrantry
Posted by [glyde51](#) on Sat, 12 Feb 2005 21:23:28 GMT
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Useless vehicles: None

Useless characters: None

Everything in this game has its use.

Subject: Completely Useless vehicles/infantry
Posted by [karmai](#) on Sat, 12 Feb 2005 23:20:54 GMT
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If you can give me one example of when a transport helicopter or a tyb syd would have any use at all in a small game, ill give you a cookie

Subject: Completely Useless vehicles/infantry
Posted by [Kytten9](#) on Sun, 13 Feb 2005 03:45:27 GMT
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SniprIf you can give me one example of when a transport helicopter or a tyb syd would have any use at all in a small game, ill give you a cookie

Is this a genuine example or one with n00bs as an example? (wait we have n00bstories for that one)

Ok Spooky I give up, but can I have the cookie for trying? :lookround: :bigups:

Subject: Completely Useless vehicles/infantry
Posted by [Lance3066](#) on Sun, 13 Feb 2005 04:03:30 GMT
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Actually... The transport helicopter CAN be useful. It carries 5 people, it flies (unlike apc which can be blocked) and it's semi fast, and not as vulnerable to normal fire than an apc (it has more than horizontal movement)

Subject: Completely Useless vehicles/infantry
Posted by [Deathgod](#) on Sun, 13 Feb 2005 08:28:50 GMT
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Lance3066Actually... The transport helicopter CAN be useful. It carries 5 people, it flies (unlike apc which can be blocked) and it's semi fast, and not as vulnerable to normal fire than an apc (it has more than horizontal movement)

The transport chopper is MORE vulnerable to normal fire... snipers don't eat APCs in a few shots.

Subject: Completely Useless vehicles/infrantry
Posted by [Spoonyn_old](#) on Sun, 13 Feb 2005 11:41:50 GMT
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Lance3066Actually... The transport helicopter CAN be useful. It carries 5 people
4 including the pilot, which I've never really understood... in C&C it was 5 passengers, so it should
be either 5 or 6, depending on whether you count the pilot as a passenger

SniprsYes spoony, but you know who would win every game as much as I do
Not so...

Discounting orca/apaches and ramjets, Nod has the best anti-air weapon in the game, the Light
Tank. How often do you see a Medium Tank shoot down an Apache? Not often, unless Darkoli05
is flying the apache.

Plus when you take stealth options into account, the game isn't as unbalanced as you'd think. You
could say GDI will theoretically win every game, well guess what, theoretically they should win
every game as it is, but they don't.

Subject: Completely Useless vehicles/infrantry
Posted by [IceSword7](#) on Sun, 13 Feb 2005 17:43:25 GMT
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SniprsYes spoony, but you know who would win every game as much as I do

IceSword?

Subject: Completely Useless vehicles/infrantry
Posted by [Spoonyn_old](#) on Sun, 13 Feb 2005 18:15:47 GMT
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IceSword7SniprsYes spoony, but you know who would win every game as much as I do

IceSword?
67.19.106.2:1337
GET ON TS NUBFACE

Subject: Completely Useless vehicles/infrantry
Posted by [flyingfox](#) on Mon, 14 Feb 2005 00:35:11 GMT
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Kytten9I dont think any character or vehicle is usless (apart from the transport chopper - that i
agree on)

omg kytten09!!! what ever happened to that sniper journey you had planned?

the transport chopper should have been allowed to carry up to ten people so that, when there were too many n00bs playing you could drive a pack of them to the middle of c&c city fly and call it shooting practise. have any of you actually killed a soldier falling from a transport chopper? it's best when you catch them in mid air with your apache and do the 'cut em up' with the blades. boink!

Subject: Completely Useless vehicles/infrantry
Posted by [Kytten9](#) on Tue, 15 Feb 2005 17:11:07 GMT
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No idea what you are talking about Fox. I didnt have anything planned, (that i can recall) I disappeared for a while because i was having a baby. It's also the same reason i dropped my irc network, because Smokie was too busy with the WoW beta too.

Yeah Fox i ONCE killed someone falling from a chopper in City flying and that guy screamed Cheat at me for the rest of the game, regardless of the fact i had RG on.

I hate n00bs, morons and idiots in general. :rolleyes:

Subject: Completely Useless vehicles/infrantry
Posted by [Spooky_old](#) on Tue, 15 Feb 2005 17:13:19 GMT
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coolest thing ever was when I 2v2'd with Doomflama against +FE+ about a year ago, map was wallsflying us Nod, I had an apache Flama had an arty, an orca rushed us which we killed, and Flama headshotted the hotwire on his way down with his arty

Subject: Completely Useless vehicles/infrantry
Posted by [karmai](#) on Tue, 15 Feb 2005 22:47:02 GMT
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me and nzf in a public server, i had orca and lost it to snipers, nzf had an orca under me and caught me while I was falling

Coollest thing ive ever seen

Subject: Completely Useless vehicles/infrantry
Posted by [YSLMuffins](#) on Wed, 16 Feb 2005 07:51:18 GMT
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Patches are actually surprisingly good against buildings--they are after all in the grenadier class. It's just silly, though, to use your ammo against buildings unless you can refill quickly.

Subject: Completely Useless vehicles/infantry
Posted by [nastym4n](#) on Wed, 16 Feb 2005 14:13:47 GMT
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i cant really think of a single one i think is COMPLETELY (sorry i mean Completely oO) useless.
even a transport copter is useful if it made room to get an apc in the other end.

Subject: Completely Useless vehicles/infantry
Posted by [Homey](#) on Wed, 16 Feb 2005 22:08:18 GMT
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Chem sydney's in transports are the shit. I think the transport would be better if there was a little chaingun mounted and a passenger could use it :/

Subject: Completely Useless vehicles/infantry
Posted by [Deathgod](#) on Thu, 17 Feb 2005 00:03:05 GMT
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YSLMuffinsPatches are actually surprisingly good against buildings--they are after all in the grenadier class. It's just silly, though, to use your ammo against buildings unless you can refill quickly.

Vs. Buildings at the MCT (per clip): 10% (50 damage)
Vs. Buildings, non-MCT (per clip): 8% (40 damage)

Even with his C4 you can't kill a building by yourself. Your ammo is generally better spent elsewhere. He makes a good assist character to take on basebusting missions to cover engys or techs, though.

Subject: Completely Useless vehicles/infantry
Posted by [SuperMidget](#) on Thu, 17 Feb 2005 14:19:41 GMT
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Can you shoot from a transport with your units weapon if you are a passenger?

Subject: Completely Useless vehicles/infantry

Posted by [Spoony_old](#) on Thu, 17 Feb 2005 14:58:15 GMT

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No, but it'd be pretty darn cool if you could.

I doubt the game engine would support it though, probably isn't possible to make a mod to do it.

Subject: Completely Useless vehicles/infrantry

Posted by [karmai](#) on Thu, 17 Feb 2005 17:06:01 GMT

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it be cool if the trans helis had turrets inside of them for the passangers

Subject: Completely Useless vehicles/infrantry

Posted by [TankClash](#) on Thu, 17 Feb 2005 19:39:33 GMT

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You silly people, do you know that both teams are equipped with combat aircraft on C&C_City_Flying.mix? The best way to counter aircraft is with aircraft, but that's just me. Just get a bunch of PICs or Raveshaws guarding your base if your main base defense is destroyed or disabled...

Subject: Completely Useless vehicles/infrantry

Posted by [nastym4n](#) on Fri, 18 Feb 2005 06:12:40 GMT

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HomeyChem sydneyes in transports are the shit. I think the transport would be better if there was a little chaingun mounted and a passenger could use it :/

when i was making maps I dug the original transport copter model out.

It comes with twin machine guns affixed the only problem is they both face straight forward and u cant get em to move.

Subject: Completely Useless vehicles/infrantry

Posted by [splnwezel](#) on Fri, 18 Feb 2005 23:02:04 GMT

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That would still be better than nothing...

Subject: Completely Useless vehicles/infrantry

Posted by [Wodan420](#) on Fri, 25 Feb 2005 16:43:53 GMT

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so quick to down any character you never use....I have helped my arts take out meds with a flamer...you just have to be able to sneak in close...they attack the meds and I get free fire cuz yall think the flamer aint gonna hurt your meds.....its the guy behind the flamer, and the tactics involved....the transport isnt useless either..its timing....hang back until your troops rush, then bring in the trans with a load of hotwires... again, sneak in while others are attacking...use some sense...these are not in your face attackers...they are subtle, and you have to use STRATEGY....nothing is useless...everything just has its time and place....

Subject: Completely Useless vehicles/infrantry

Posted by [Jzinsky](#) on Tue, 08 Mar 2005 01:27:05 GMT

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SniprsIf you can give me one example of when a transport helicopter or a tyb syd would have any use at all in a small game, ill give you a cookie

Tyb Syd: Short on cash, they've got a flame tank or light tank. Not too bad in that case.

Trans Heli: I give up. I'd only use it as a distraction while the rest of my team were rushing the other side. In which case it is useful...

Is it one of them cookies with hazelnuts in?

Subject: Completely Useless vehicles/infrantry

Posted by [karmai](#) on Tue, 08 Mar 2005 19:58:04 GMT

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I'm sure your tyb sydney will do alot of damage against a flame tank mate.

Don't waste 150 credits, just repair or try and remote the flame tank. one remote can do more than an entire round of tyb syndeys ammo will on a flame tank.

Subject: Completely Useless vehicles/infrantry

Posted by [stealthkiller](#) on Tue, 08 Mar 2005 23:06:24 GMT

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SniprsI'm sure your tyb sydney will do alot of damage against a flame tank mate.

Don't waste 150 credits, just repair or try and remote the flame tank. one remote can do more than an entire round of tyb syndeys ammo will on a flame tank.

True. And plus repairing will probably get you enough money to get a rocket soldier, and if you're

patient, a LCG or Gunner. Much better against tanks.

Subject: Completely Useless vehicles/infantry
Posted by [Jzinsky](#) on Wed, 16 Mar 2005 17:39:59 GMT
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Then again I find the rocket soldier more of a pain than tib Sydney. And yes she does stuff all to flame tanks and harvys.

Subject: Completely Useless vehicles/infantry
Posted by [Chris9366](#) on Tue, 19 Apr 2005 10:49:35 GMT
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Umm, I'm new and I was wondering what is stealthkiller talking about when he said, Quote:And plus repairing will probably get you enough money to get a rocket soldier, and if you're patient, a LCG or Gunner. What's an LCG all I can think is Laser Chain Gunner (LCG)

Subject: Completely Useless vehicles/infantry
Posted by [Spoony_old](#) on Tue, 19 Apr 2005 10:55:40 GMT
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Yes, he's talking about the Nod Black Hand Laser Chaingun character.

Subject: Completely Useless vehicles/infantry
Posted by [Chris9366](#) on Tue, 19 Apr 2005 11:00:35 GMT
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Oh, ok thanks for clearing that up for me.

Off-topic: Do you live in Aus Spoony?

Subject: Completely Useless vehicles/infantry
Posted by [Spoony_old](#) on Tue, 19 Apr 2005 11:28:58 GMT
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No, England.
