
Subject: Special roles of Nod infantry(for noobs):
Posted by [flyingfox](#) on Fri, 20 May 2005 09:29:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nod soldier: sucks unless you're good with his rifle. good for gaining points or doing some damage to lightly armoured vehicles. also good for distracting enemy troops.

shotgun troop: accurate shotgun troops destroy infantry, preferably in 1v1s and when the enemy is taken by surprise. I find it easier to use the shotgun in first person mode. never try to use his shotgun in open ground, whip out the pistol instead.

flamethrower: use him in first person too, this is the only way your flames will dish out much damage. he's tricky to use because of all the bunny hoppers, and you need to be close, same as with a shotgun.

engineer: highly useful but because of his c4s he has only a pistol for defense. you can use his remote explosives to blow people or vehicles up, but they will need to be right beside him for the explosion to hurt. he has a better role in repairing buildings or friendly vehicles.

nod officer: good for mowing down other soldiers, or as part of a rush. his chaingun does a little hurt to vehicles but not enough to make attacking them worthwhile.

nod rocket officer: he's awful for anything except attacking buildings. his rockets suck so bad they'll miss most of the time, and if firing over a wall or ledge, will do damage to HIM! fuck buying him.

chemical warrior: unless you are an experienced player, you'll just die when using this guy, his head is too big. he works the same as a flamethrower except his gun is stronger and he can walk over tiberium.

nod stealth soldier: he is very useful because he is invisible unless very close to the enemy.

enemy tanks can hardly see him at all. when you shoot, he unstealths for about 5 seconds and all can see him. his laser gun is quite effective but is better used as part of a group.

nod laser chaingunner: this soldier is excellent for beginners, his lasergun is good all round and does damage to everything. you can attack some fully healthed vehicles with a good chance of success, so he is great in groups.

nod blackhand sniper: rubbish for newbies, they'll miss their target most of the time. experienced players love this guy so watch out for him. his sniper gun only has 4 bullets, and a long reload, but short enough for people to come to close combat with you (and do a lot of hopping around).

nod technician: awesome player, but like the engineer, he has only a pistol for defense. he carries loads of c4, including proximity c4, which is effective against soldiers but not vehicles. use proximity c4 to prevent people passing an area. his repair gun is also stronger than the engineer's, so use him to heal buildings when under attack.

sakura: another good character for beginners, her sniper rifle is very strong and kills the majority of enemy units quickly. do not attack heavily armoured vehicles with this, they don't hurt them.

raveshaw: good in the hands of a pro, his single-sh-t-and-reload gun is very powerfull against everything but you need to be accurate. do not let soliders get close to you, you will have a hard time trying to kill them with your railgun.

mendoza: his weapon kills everything with extreme prejudice, but on his own, is a bit bulky for his own good. his volt gun is pretty short range too. do not attack fully healthed heavily armoured vehicles with him by yourself, you are likely to die.

the heavy armoured vehicles I mean are: APC, medium tank, mammoth tank, light tank, stealth tank, flame tank.

Subject: Re: Special roles of Nod infantry(for noobs):
Posted by [Zombieguy](#) on Thu, 01 Feb 2007 18:59:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wholeheartedly agree to what you said about the Black Hand laser minigunner. Its the best/cheap way for beginneres. I love that character. I am always the laser minigunner. Cool freaking weapon.

Also, very good at hiding behid rocks/obstacles and guerrilla tacticking on GDI vehicles.

Subject: Re: Special roles of Nod infantry(for noobs):
Posted by [Ryu](#) on Thu, 01 Feb 2007 22:05:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice 2 year bumb.

Subject: Re: Special roles of Nod infantry(for noobs):
Posted by [Zombieguy](#) on Fri, 02 Feb 2007 15:30:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alex wrote on Thu, 01 February 2007 22:05Nice 2 year bumb.

lol! I got Renegade like 2 weeks ago. Man, I was playing RA2/YR from the summer of 2004 till January 2007!!!

I never played any other game! So Renegade is a good change. Suks I got it soooo late.

Subject: Re: Special roles of Nod infantry(for noobs):
Posted by [platehead](#) on Tue, 20 Feb 2007 09:13:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey for sakuras they hit mammys on green health for pot shot 20 pts

Subject: Re: Special roles of Nod infantry(for noobs):
Posted by [fatmanNXC](#) on Tue, 20 Feb 2007 11:25:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

i must disagree to the nod officer position. If you train with it a little you can kill almost all infantry too in a 1v1 or even 2v1

though i'm still better with the strong rl,cause of it's larger speed. always fun if you hs someone with it
