Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 19:29:00 GMT

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Is it better to \$\$ cheaper units like around \$400-\$500 range or the expensive units havoc mobius? At first i started out with 1000 units but now i am usally the stealth blackhand or patch. What do you guys think! [April 23, 2002: Message edited by: jzimo]

Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 19:35:00 GMT

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I get up to \$1000 unit sometimes, but i m quite comfortable(and skilled) with a Deadeye or Blackhand, and most of the time i lead the game kills, so people may think its funny that I have \$2000 and I m still using a \$500 unit but hey one bullet in the head is the same as the next!

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Posted by Anonymous on Tue, 23 Apr 2002 19:36:00 GMT

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Depends on the situation whatever fits the situation best buy if everything is good buy the unit your the best at getting points with

Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 19:47:00 GMT

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just testimg my sig

Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 19:49:00 GMT

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now it should work

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Posted by Anonymous on Tue, 23 Apr 2002 19:52:00 GMT

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Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 20:57:00 GMT

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lol I live your sig and it's very true

Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 23:02:00 GMT

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For GDI Mobius is worth getting while Nod can stick with Stealth BH and LCG BH.Raveshaw and IPC Sydney is worth getting. In air map use Havoc and Sakura to kill chopper from long range. So they all have their own use and is really depend on the situation.

Subject: Is it better to \$\$

Posted by Anonymous on Tue, 23 Apr 2002 23:26:00 GMT

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All depends on your situation. There really is no need to stick with a \$500 sniper when you can easily afford a \$1000. That makes no sense. The 500 ones have no advantage, just less dmg should you happen to miss the headshot.PIC Syndey is an awsome anti-tank weapon, Mobius is great for infantry and good on tanks too. However Patch has longer range and can poison, and Gunner has, well, a rocket launcher =). Just use what you need/prefer.

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Posted by Anonymous on Wed, 24 Apr 2002 08:32:00 GMT

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\$500 sniper does have one advantage over the \$1000 sniper and thats that blue streak that comes from there rifle, thats how i find them all the time, mine doesnt have a streak or tracer so its alot harder to find me, if ur a good shot you wont miss the head often

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Posted by Anonymous on Wed, 24 Apr 2002 08:34:00 GMT

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quote: Originally posted by Accurain: All depends on your situation. There really is no need to stick with a \$500 sniper when you can easily afford a \$1000. That makes no sense. The 500 ones have no advantage, just less dmg should you happen to miss the headshot.PIC Syndey is an awsome anti-tank weapon, Mobius is great for infantry and good on tanks too. However Patch has longer range and can poison, and Gunner has, well, a rocket launcher =). Just use what you need/prefer. Getting killed as the \$1000 character gives the other team more money. Plus, the

blue streak thing as someone else mentioned. Personally, I find the 500c snipers good for hunting the 1000c snipers.

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Posted by Anonymous on Wed, 24 Apr 2002 08:46:00 GMT

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Yeah