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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 13:05:00 GMT

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quote:Originally posted by Devon:A couple of notes...SBH is good even with base defenses. He can still steal tanks, he can still ride in an APC with a beacon and get past the defenses, or he can sneak behind the harvester and get into the base that way. You forgot to mention Hotwire/Technician, which IMHO is the best class in the game. Oh i thought tha was a given... fine...Hotwire/Tehcnician While they seem to be hopeless the Auto Pystal they carry is devastating of a shot to the head. BUT it is best to have an escort so that the HW/TECH can place the mines wiht ease.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 13:55:00 GMT

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I killed 17 guys with a pistol in the map WALLS, lol. Seriously, I planted my C4, then I ran around ducking behind corners and plunking guys with the pistol. The pistol's big problem is that it only has some 15 feet of range

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 13:58:00 GMT

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quote:Originally posted by Rivendall:The following are some of the best character classes. Chem Soldier The chem soldier can single handly take out a building. Just plant your c4 and spray the MCT like heck I almost destryed a War Factory like this but my own c4 killed me. Stealth Trooper The stealth trooper is onw of Nod's best classes. BUT BEWARE he is ONLY good if htere is no base defenses. Sydney (150) She is good in all areas. BUT BEWARE she is only good in the right hands. Patch I think patch is one of the best characters if your setting a beacon. Patch is really good against infantry ONLY if you are shooting there head. Ok...All the characters are good but you NEED to know how to use them. A newb who is a mobius wiht a beacon is not going to do as much as a experienced player will with a beacon and a officer. You're a n00b. I'll let the others explain why. Also, 'ONLY if you are shooting there head.' Remember, their is possession. There is a place. It should be 'ONLY if you are shooting their head.' Spend less time playing games and learn how to write English properly.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 13:59:00 GMT

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quote:Originally posted by Crazy Ivan:The pistol's big problem is that it only has some 15 feet of range If it had more, then what would be the point of other infantry units?

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 14:21:00 GMT

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quote:Originally posted by aircraftkiller2001: Spend less time playing games and learn how to write English properly. AMEN BROTHER!!!!

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 14:28:00 GMT

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I find a tank works better for me and a Humm-vee is good too.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 16:23:00 GMT

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quote:Originally posted by aircraftkiller2001: You're a n00b. I'll let the others explain why. You're making it easy for yourself. NOD

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 19:12:00 GMT

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quote:Originally posted by Crazy Ivan: I killed 17 guys with a pistol in the map WALLS, lol. Seriously, I planted my C4, then I ran around ducking behind corners and plunking guys with the pistol. The pistol's big problem is that it only has some 15 feet of range I think a ridiculous problem of the pistol is that the first time you draw the pistol, it needs to be reloaded first! How can a soldier bring out a weapon to the battle without fully loading it first? Of course you can say that I should have drawn that weapon first in the base and then go out. But that is impractical and ridiculous. [ May 16, 2002: Message edited by: hardWorker ]

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 19:24:00 GMT

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Yeah, that's strange. In multiplayer practise the pistol is loaded. quote:Originally posted by hardWorker: I think a ridiculous problem of the pistol is that the first time you draw the pistol, it needs to be reloaded first! How can a soldier bring out a weapon to the battle without fully loading it first? Of course you can say that I should have drawn that weapon first in the base and then go out. But that is impractical and ridiculous. [ May 16, 2002: Message edited by: hardWorker ]

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 16 May 2002 23:35:00 GMT

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I think you should add Gunner into the list. Once in a game I kill 17 Nod in tunnel on the map field and only died twice in the whole game. One of the death is at the beginning when I was in tunnel using soldier.

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 00:51:00 GMT

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The following are some of the best character classes. Chem Soldier The chem soldier can single handly take out a building. Just plant your c4 and spray the MCT like heck I almost destroyed a War Factory like this but my own c4 killed me. Stealth Trooper The stealth trooper is onw of Nod's best classes. BUT BEWARE he is ONLY good if htere is no base defenses. Sydney (150) She is good in all areas. BUT BEWARE she is only good in the right hands. Patch I think patch is one of the best characters if your setting a beacon. Patch is really good against infantry ONLY if you are shooting there head. Ok... All the characters are good but you NEED to know how to use them. A newb who is a mobius wiht a beacon is not going to do as much as a experienced player will with a beacon and a officer.

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 00:54:00 GMT

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A couple of notes... SBH is good even with base defenses. He can still steal tanks, he can still ride in an APC with a beacon and get past the defenses, or he can sneak behind the harvester and get into the base that way. You forgot to mention Hotwire/Technician, which IMHO is the best class in the game.

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 02:32:00 GMT

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Don't forget to use 0 cost units. Engy, flamer and (i dont know the exact word in english) the GDI grenade guy (grenader ?) are very very efficient.- First obviously they cost nothing So you can waste them at will on suicide mission.- U can make a lot of damage (= score and money) with them on people, vehicle and buildings.- And when u r killed the enemy's score increase only by 1 or 2 pts ... I hate the 1000 bucks characters They re useful but not so powerfull and I love to kill them with 0 cost units. For instance I love to hunt the sidney (pic version) with a 0 cost flamer If sidney kill me, i don't care i just come back with another 0 cost flamer and soon my score increase by 100 ! On field, sometimes as GDI i use only the grenade guy and attack the airstrip during the whole game !!!! My money goes in vehicle for my team, i don't need it... The Nod team

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is soon bored, because they there will be this foking grenade guy coming everytime... They place mines, sniper, laser chaingunner, MA, but lol the grenade guy is here again damaging the airstrip !!! So they try to convince me : "n00by when will u stop that ? When will u learn from that ? I killed u many times..." "Yes u killed me many times, but look at the scores : my team wins."

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 04:12:00 GMT

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What about laser chaingun dude?and rocket soldier?consider their prices and their effectiveness against everythingraveshaw's not bad either

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 04:19:00 GMT

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and anyway , syndney and patch's bullets go so slowly, you dont exactly need to be Neo to dodge them.And when i am technician and a big powerful soldier attacks me i just stick proximity mines close to him. It does a lot more damage to him than me, for some reason. No fooling around with pistols. you can also stick c4 to a buggy and roll upto a tank and boom, both go up in a flash of smokel love kamikaze

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 06:54:00 GMT

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quote:Originally posted by Founder of YASA:I think you should add Gunner into the list. Once in a game I kill 17 Nod in tunnel on the map field and only died twice in the whole game. One of the death is at the beginning when I was in tunnel using soldier.I killed 28 Nod in the tunnel on the map field and only died once in the whole game. I died because i fired the rocket at the wall in front of me so the splash damage kille me.(BTW I am also a gunner and I was left with -20 health b4 i killed myself)

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 07:38:00 GMT

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That has prove the effectness of Gunner in tunnel against man and in open against tank.

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 18:32:00 GMT

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quote:Originally posted by Founder of YASA:That has prove the effectness of Gunner in tunnel against man and in open against tank.Yup...they are deadly if you aim for the head, 1 HIT KO

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 17 May 2002 20:16:00 GMT

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Killed two dumb Havocs with a raveshaw. They were in tunnel vision...killed them one at a time while they never noticed.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 18 May 2002 10:42:00 GMT

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Definate n00b, as aircraft said.Im sick of the n00bs liking patch because he his a jinky little tiberium gun ooh wow.Patch is a overpriced peice of crap, officers:1. Do the same damage to infantry2. Only has 50 less health3. costs 275 less, 275!!!!!!You want a good 2nd level character? Try the blackhand chainlaser n00bs.....

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 18 May 2002 14:09:00 GMT

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You're all forgetting the shotgunner. He's the best free character for defense or for base infiltration, as he deals out the death with reckless abandon. And I also nominate Gunner as best on GDI, his rockets kill people in one hit with head or upper body shots, they own buildings, and they do decent vs. vehicles as well. He's probably the best character cost-wise for sheer destructive power.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 18 May 2002 14:58:00 GMT

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No, best cost-wise for sheer destructive power is the chemwarrior. While he doesn't have the range of Gunner, he can take out a building relatively fast and he does a whole lot of damage to all targets. He also has a continous stream of fire that's hard to avoid once you get too close unlike Gunnars rockets which are easily avoided at most ranges.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 18 May 2002 18:01:00 GMT

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Does GDI have a chemwarrior? No. Then what I said stands, since I was talking about GDI only. Chems are nice, but they're worthless for killing infantry fast. Gunner can sneak up to people and pump a rocket up their ass for a one hit death, I don't see chems doing that. Chems are great against buildings, though.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 18 May 2002 19:20:00 GMT

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I nominate Flame Thrower as the best free class infantry. It destory a building by one and the range and the fire power is better than the shotgun. An other plus flame thrower is better than the shotgun is flame can travel through wall and kill the men hiding behind it.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sun, 19 May 2002 07:33:00 GMT

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I nominate snipers, because they strike fear into the hearts of enemies, and I hate them. When the other side knows that there are good snipers camping outside waiting to boink them, they hide; letting their enemies build up armor to siege them.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sun, 19 May 2002 08:02:00 GMT

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I think almost all characters are good, but only in the right hands. For example I can't handle a sniper. The Characters I find they're the best, are: Black Hand(all) Chem. Trooper Sydney(Lv.3) Officer Adv. Engineers My Opinion...

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Subject: The best character classes.

Posted by [Anonymous](#) on Sun, 19 May 2002 21:23:00 GMT

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quote:Originally posted by Bernd\_XP: I think almost all characters are good, but only in the right hands. For example I can't handle a sniper. The Characters I find they're the best, are: Black Hand(all) Chem. Trooper Sydney(Lv.3) Officer Adv. Engineers My Opinion... Isn't Nod's sniper called a Black Hand? --> Contradiction...

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Subject: The best character classes.

Posted by [Anonymous](#) on Sun, 19 May 2002 22:42:00 GMT

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For nod the best units are the stealth black hand. (cause i like nukin bases) the 1k sniper (although i need alot more practice with sniping) and raveshaw cause he rocks those dumbasses that like to camp outside ur base. For gdi i like patch(or whoever has the tib fechet gun) cause hes the best ion cannon infantry, gunner cause he rocks in tunnels and against buildings, havoc, and the 1k sidny (or however her name is spelled)

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Subject: The best character classes.

Posted by [Anonymous](#) on Mon, 20 May 2002 11:34:00 GMT

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i have to say snipers are the best. Its so funny when you see n00b snipers. if they get lucky and kill me, they stay in the same place and are easily killed. The 1000 credits snipers are the best by far> Can take out mrls/art, and aircraft easily. free soldiers, one shot on kill, and most of teh time for me, i can kill everyone with one shot, sometimes i need two. Hardly ever more then that. So jump away, cause ill still get you.

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Subject: The best character classes.

Posted by [Anonymous](#) on Tue, 21 May 2002 14:33:00 GMT

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My favorite class... the basic infantry unit. Weapon is reasonably accurate and has a decent range. Expendable since he's free, so you can jump on the mines to clear the way for your C4 carrying hotwire/engineer teammates. Heck.. if I managed to knock a sniper's health down to half with a free unit before getting killed, I consider it a win for me since I gained a lot more points off them than they did off me.The free engineer is great too, for obvious reasons. Nod's chain laser black hand unit is probably one of my favorites and fits a similar purpose as Patch. And Patch certainly does do more damage to infantry than an officer and he has more health/armor. I like to use Patch to accompany Gunners in tunnels. You can assist with the building attack (Patch does a decent amount of damage to buildings for infantry) as well as defend them if any enemies come around.Anyway.. the free units are my favorites since you can have fun without worrying about getting killed. Suicidal C4 body-lobbing, for instance.

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Subject: The best character classes.

Posted by [Anonymous](#) on Tue, 21 May 2002 14:50:00 GMT

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best class is either laser chaingunner, SBH, or in GDI's case, havoc or PIC sydney.PIC sydney has the range to knock out snipers, and one shot, head or chest, means death to any character. If you have good aim, then she's the best use for your 1000. Besides, most tanks and aircraft don't last long against the PIC.If you have not-so-great-aim or a tone of lag, it's better to sit back with a

havoc and zoom in to make it all but like a point-blank shot. From far away, where lag is scarce, it's not as hard to get a good hit. A laser cg-er is the best all-around infantry...good range, good accuracy, good punch...it can kill vehicles faster than a rocket launcher, and deals near-instant doom to any infantry with a quick burst. A SBH is wonderful for those more laggy times. It is very precise, has a decent fire rate, plenty of ammo, can knock out light vehicles, slip c4 on some unsuspecting sniper's rear, stand in vantages sniping from decent range, as shots arrive instantly, and a quick burst gets a kill for a headshot, and not many people look for that shimmer in the middle of a raging fight. Also, they are THE BEST beacon planter in the game. You can plant a beacon, and lure some engies in for easy kills on unsuspecting targets-getting even more points. That's just my opinion, for the little amount that's worth.

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Subject: The best character classes.

Posted by [Anonymous](#) on Wed, 22 May 2002 21:48:00 GMT

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Mobius/Mendoza. Excellent close-quarters, but drawing too much attention...depending on situation, might be a good thing. Mendoza zaps tanks while SBHs slip in to whatever destination is required.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 12:46:00 GMT

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Hotwires/Technicians obviously take the cake as they are the most critical infantry units in the game, as they carry prox. C-4, and have the ability to repair and destroy. Engineers also work, albiet a shoddy performance vs. thier more advanced counterparts. I don't think I need to go into specifics as anyone with half a brain will understand why they are the best class. All the other classes serve thier specific purposes, and comparing them is difficult. For sniping, some prefer the 500cred. snipers over the 1000cred. ones, I know I do, as the Pierce doesn't betray your location, and a head shot will still kill anyone instantly. The Ramjet is far more effective anti-material wise, but demands you stay close to friendly lines so you don't get singled out. If you use the Pierce, you can often(at least I can) sneak right up close and personal, and knock off the 1000cred. characters hiding behind friendly lines. It's all personal preference though. Take the Black Hands, thier all great, best sniper, best anti-tank/anti-personal, and of course the invisible variaty, which of course means I don't have to explain why thats a good thing. However, I love using Patch, he's an awesome up close and personal shooter, with decent health. Gunner hauls in good hands, in tunnels and out, and Deadeye's got the Pierce. If I indulge I use the 1000cred. snipers, although anytime I use a 1000cred. character, I feel there's a price on my head, whereas with a middle class character I'm not a prime rib waiting to get served. I like ALL the guns. So many ways to kill people, so few minutes in a game

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 19:12:00 GMT

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Deadeye/BlackHand Sniper, and Mobius/Mendoza are the best IMO.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 20:04:00 GMT

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why hasn't anyone said the PIC?(Personal Ion Cannon)That is so kewl, escially on maps like hourglass, you can kill any infantry in one - three shots, and take on vehicals, only people like laser chain gun give you any trouble.Of course you have to have good aim, but if im ever GDI, I usually buy the PICPIC - the best

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 20:17:00 GMT

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Flame thrower or Chem Warrior.Cheap do loads of damage to infantry tanks and buildings. 1 flame thrower or chem warrior can take out a building alone.Chem warrior can suprise the enemy by running accross tiberium field that normally is reserved for tank to go pass. Espeically in volcano and mesa.The best part is the flame can travel accross wall with good range. I have fraged a Deadeye in tunnel while he hide behind and got grilled to death.It is at least 3 times cheaper than LCG BH and do more damage to building & infantry and about the same to tank.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 20:55:00 GMT

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PIC/ion cannon infantry/Prototype Assault Suit and Raveshaw have been mentioned about 3-4 times.If you're used to low firing rates (playing MOHAA using a bolt-action weapon under heavy fire) you might do a bit better with it.

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Subject: The best character classes.

Posted by [Anonymous](#) on Thu, 23 May 2002 23:23:00 GMT

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Call me a whiner but I prefer fully automatic weapons 1 Shot kills are great, but I feel much better jumpin' around like a madman flailing wildly while pumping as many rounds as possible as quickly as possible into my opponents head to make them oh so dead.I have little respect for Flame troopers for anti-personal work, as I kill them pretty much 98% of the time I ecounter them. Chemical Troopers are a little more fearsome, but then your running around with a big red helmet giving snipers an oh so easy shot

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Subject: The best character classes.

Posted by [Anonymous](#) on Fri, 24 May 2002 01:58:00 GMT

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Just another thing to add the PIC, it may take awhile, but you can destroy buildings with them, just sneak in and shoot the mtc, I did this on the wolf servers, i threw my c4 on the mtc, then shot it with PIC, but this guy kept trying to kill me, but with my good aim i always killed him in 1 shot and destroyed the building with 3 ammo leftLOL

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 25 May 2002 05:42:00 GMT

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not many ppl have mentioned grenadiers, they can take out a building by themselves and still have almost a clip left! u gotta put ur c4 on the mct and shoot the mct w/ the grenegade launcher.the grenades have to hit mct.

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Subject: The best character classes.

Posted by [Anonymous](#) on Sat, 25 May 2002 10:10:00 GMT

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grenades are also good against low-flying air vehicles. IF you can time/angle it just right, it does about as much damage as a rocket would, and there's more in a clip. Try posting yourself on the skysc\*\*\*\*rs in City\_Flying, as the aircraft almost always go below the top of the building(to avoid the AGT) When they start hovering to fire on the barracks, let loose a rain of death. Best to have 2-3 up there.

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