
Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 08:50:00 GMT

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Are there any differences between Raveshaw and Advanced Sydney? And is there any difference between Mendoza and Mobius? If so please state them.No smart ass answers lol. Yes i know they look different

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 08:54:00 GMT

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Good quetion i can't really say beucase each side need adavance charaters in the game!

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 09:00:00 GMT

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Hmmm-the Ravie and PIC are pretty good against tanks - and really good against footsoldiers (if your good enough)not really different - other than the animation effects.same for the Mobie/Mendo --- eats tanks -- different animation.but in the hands of id's - they are as good as a regular free unit....

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 10:37:00 GMT

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Sydney is a girl.....Raveshaw is a boy.

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 14:36:00 GMT

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LOLnidy nice answer

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe
Posted by [Anonymous](#) on Sat, 10 Aug 2002 17:41:00 GMT

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Mendoza's VAR shoots purple energy beams and Mobius shoots out blue beams.

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe

Posted by [Anonymous](#) on Sat, 10 Aug 2002 23:38:00 GMT

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I remember a thread once that said that Sydney's PIC did more damage than Raveshaw's rail gun at the MCT, even though they both are supposed to be the same damage. Don't recall who wrote that though.

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe

Posted by [Anonymous](#) on Sun, 11 Aug 2002 00:26:00 GMT

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raveshaw is a midget, his gun packs less wallops but reloads fasteras for mobius and mendoza i don't see a diff between them

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe

Posted by [Anonymous](#) on Sun, 11 Aug 2002 01:11:00 GMT

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I thought both guns did 80 damage to tanks.

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe

Posted by [Anonymous](#) on Sun, 11 Aug 2002 10:24:00 GMT

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As far as I know Mobius and Mendoza are the same, although for some weird reason you always see more of Mobius than you do of Mendoza - maybe it's because the Nod folks are more vehicle dependant usually. Raveshaw and PIC Sydney do the same damage, I think, but the major advantage Raveshaw has is that his beam is tiny, making it harder to see where it's coming from. With PIC Sydney, once you fire, everyone knows where you are and you're a prime target for snipers. This is especially noticeable on Field, where sieges are common and these two units are often used. It's much easier to help break a GDI siege with a Raveshaw and not get killed than it is to help break a Nod siege with a PIC Sydney, mostly because it's harder to tell where the Raveshaw is. [August 11, 2002, 10:26: Message edited by: -HDC- Hibiki]

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Posted by [Anonymous](#) on Sun, 11 Aug 2002 15:28:00 GMT

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Hibiki, you don't see mendoza's because tards like me are running around with stealth nukers

Subject: Raveshaw and Sydney | Mendoza and Mobius = Any differe

Posted by [Anonymous](#) on Sun, 11 Aug 2002 18:25:00 GMT

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PIC & the railgun do 10 dmg (points anyway) on outside of buildings. PIC does 20 dmg on MCT. The railgun does 15 dmg on MCT.

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Posted by [Anonymous](#) on Mon, 12 Aug 2002 10:30:00 GMT

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Not only is Raveshaw's beam tinier, it's also red, just as regular laser fire from BH's.

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Posted by [Anonymous](#) on Mon, 12 Aug 2002 12:04:00 GMT

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Then you would need 50 PIC shots to destroy a building or 66 Railgun shots to destroy a building from the MCT.

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Posted by [Anonymous](#) on Tue, 13 Aug 2002 11:33:00 GMT

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norad was referring to the points recieved, not the damage given
