
Subject: Worst character?

Posted by [flyingfox](#) on Mon, 15 Mar 2004 22:02:25 GMT

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Alright, so we've talked about who is the best all round character or just the best character. But how about the worst?

imo, it's the rocket officers. (Not gunner) They cost you 225, and they are so frickin useless. Try to kill a tank with some range on you, and he'll easily dodge your shots. Their damage is quite low. Don't even think about trying to kill any infantry with them. At close range, you can hit people at their feet for blast damage, but that's only very close. They can't hit anything that moves.

If they were properly done to heat seek, they would rock.

Subject: Worst character?

Posted by [gibberish](#) on Mon, 15 Mar 2004 22:24:54 GMT

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I dunno, Sydney (the cheap one, carrying the Tib riffle) is pretty bad.

Its easy to kill her using the basic minigunner.

Just stay at range and keep strafing in one direction and most of the shots miss because the shots move slowly and its difficult to judge the correct lead angle.

Subject: Worst character?

Posted by [flyingfox](#) on Mon, 15 Mar 2004 22:36:25 GMT

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She's actually quite hard to kill with an auto rifle. Her and hotwire can be difficult to hit in the head with an auto rifle because of their speed and smaller size in general.

And if you think about it, she can hold her own better than a rocket officer. Her hits are more likely to connect, and she can fire multiple shots in a direction to guarantee some of them connect. And she costs less.

Also, if the unpatched version of Renegade, hitting someone with a tib rifle was much cooler. The tiberium effect on impact was huge and it blinded you.

Subject: Worst character?

Posted by [EvoSnipe](#) on Mon, 15 Mar 2004 23:33:42 GMT

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omg u guys, the grenadier is the urst of course! rocket officer is terrible, and dont even touch that

freggin soilder, get the shotgunner or engy!

well, there are special circumstances with the grenaider/soilder, but in the above post about sydney, im actually quite good with them, the autorifle is a strong, antiinfanty weapon that takes ALOT of usage to master

not TOO bad on tanks either

i like the chem warrior best though,

Good topic!

Evo

Subject: Worst character?

Posted by [Homey](#) on Tue, 16 Mar 2004 21:45:35 GMT

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Flame troopers, there big targets, do shit damage etc. At least the grenader owns buildings and can shoot far.

Subject: Worst character?

Posted by [almor999](#) on Wed, 17 Mar 2004 00:03:27 GMT

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I agree, the flamethrower sucks. The Chemtrooper and grenadier on the other hand are awesome for taking out buildings.

Subject: Worst character?

Posted by [\[A-I\]NastyDead](#) on Wed, 17 Mar 2004 02:09:42 GMT

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Flamethrower is pretty good I think its does alotta damage to Infantry and Vehicles. The worst is the rocket trooper and grenader, the grenader is ok when yur assaulting enemies in close quarters (Tunnels in C&C_islands) cuz' it does splash damage effecting a few of them.

Subject: Worst character?

Posted by [EvoSnipe](#) on Wed, 17 Mar 2004 03:12:54 GMT

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dudes! up close the flamethrower rox! good against all vehicles in gruops, 4 dismantle a med in no time flat!

i personally like the chemtrooper tho,

grenadiers, well, no

lata,

Evo

Subject: Worst character?

Posted by [gibberish](#) on Wed, 17 Mar 2004 04:33:53 GMT

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I don't think you can compair free characters with non free ones.

Hence I think we need to have:

Worst Character (Free)

Worst Value (Non free).

Subject: Worst character?

Posted by [Homey](#) on Wed, 17 Mar 2004 04:45:17 GMT

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Flames suck, anyone who is half decent with a pistol can take on a flame trooper close range let alone with there gun. they can't take a building either. They are moreless the most useless character in the game, I see nothing benefial for them. Anyone who is good in a tank with just own it before it can take 100 armour off, they are only good against idiots

Subject: Worst character?

Posted by [almor999](#) on Wed, 17 Mar 2004 15:19:58 GMT

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Grenadiers don't suck. They can take out a building by themselves, I've done it several times. The grenadier is the only free character that can do that(I think).

Subject: Worst character?

Posted by [EvoSnipe](#) on Wed, 17 Mar 2004 19:47:38 GMT

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besides the obvious engy of course

Subject: Worst character?

Posted by [cowmisfit](#) on Wed, 17 Mar 2004 22:15:45 GMT

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Sydney (the cheap one) I dont really have a great opinion seeing as i have been a blackhand sniper/deadeye everygame except for probably 20 max times the past year.

Subject: Worst character?

Posted by [Nukelt15](#) on Thu, 18 Mar 2004 00:48:45 GMT

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I agree on the flamethrower. It sucks.

I do not like flamethrowers simply because the only thing their fire suit protects against is their own weapon...and how stupid do you need to be to hit yourself with your own gun anyway (and how often do you see flame weapons wielded by GDI)? The chem trooper, for a measly 150 credits more (which you almost always start a game with, or have by about 1 minute in), has similar(crap) range, does much better damage, and can run through tiberium without getting hurt. There's really nothing going for the flamer.

Every other character has some trait which sets it apart from the others, thus making it worth using.

Subject: Worst character?

Posted by [spree4567](#) on Thu, 18 Mar 2004 02:57:50 GMT

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I think it's the Rocket Guy on GDI since Gunner is so much better IMO and Flamethrower on NOD for all the previous stated reasons in the other posts.

Subject: Worst character?

Posted by [almor999](#) on Thu, 18 Mar 2004 16:40:04 GMT

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Umm... Evo the free engy cant take out a building by itself.

Subject: Worst character?

Posted by [Homey](#) on Thu, 18 Mar 2004 17:20:23 GMT

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O but it can, hes one of those idiots that would try to pistol whip the mct for 10min until it dies lol

Subject: Worst character?

Posted by [EvoSnipe](#) on Thu, 18 Mar 2004 19:20:23 GMT

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lol i HAVE done that bfore, guys, it takes 4ever!

Subject: Worst character?

Posted by [Nukelt15](#) on Thu, 18 Mar 2004 20:11:37 GMT

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But is it even possible if the other team has more than 3 collective brain cells? No intelligent person would let you sit there for 10 minutes plinking away with your pistol...wait, on second thought, they'd let you get 99% done then kill you and laugh. :rolleyes:

None of the free characters can take out a building alone. The Tech/Hotwire is the only character, in fact, that can do it in less than 35 seconds; anything else takes much longer.

Subject: Worst character?

Posted by [flyingfox](#) on Fri, 19 Mar 2004 02:43:59 GMT

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A grenadier can take out a building himself and still have about a clip of grenades left.

Also some people can with the standard engineer if you detonate your 2 remotes at the same time as the timed C4 goes off you can take out a building? I have tried this so many times and it's never worked. It doesn't follow logically (damage wise), and it would only be some sort of lag glitch if someone pulled it off in a server. I've detonated them at the exact same time in a single player and it didn't take the building out.

Subject: Worst character?

Posted by [REMEMBERME](#) on Fri, 19 Mar 2004 15:06:52 GMT

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how long does the timed take to detonate?

Subject: Worst character?

Posted by [Aeonreaper](#) on Fri, 19 Mar 2004 16:41:56 GMT

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30 or 45 seconds, can't remember.

Subject: Worst character?

Posted by [Homey](#) on Sat, 20 Mar 2004 19:39:37 GMT

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Subject: Worst character?

Posted by [DragonFg](#) on Wed, 24 Mar 2004 04:04:33 GMT

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I vote for the Flamethrower, and the Rocket Soldier gets second place.

One person I rarely ever get is Mobius/Mendoza. I'd rather have the Laser Chaingun Black Hard because he's almost as good against vehicles and he can shoot farther, with the drawback of less accuracy. Of course it's not exactly fair to compare them to the Laser Chaingun because it just rules anyway!

Subject: Worst character?

Posted by [EnGiMaN56](#) on Fri, 09 Apr 2004 10:17:20 GMT

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ENGI FKN PWNS, flamer sux it gets own by tank and then they just repair.. gg kthxbye

Subject: Worst character?

Posted by [Creed3020](#) on Fri, 09 Apr 2004 22:31:53 GMT

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Grenader by far....

Subject: Worst character?

Posted by [Homey](#) on Sat, 10 Apr 2004 03:36:31 GMT

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Creed3020Grenader by far....

How so? They are the only free unit that can take out a building, they can kill infantry in a few shots if you know how to use them, in field and complex they are great. Also own for taking out the harv on any map.

Subject: Worst character?

Posted by [spoonyrat](#) on Sat, 10 Apr 2004 18:49:12 GMT

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I'd say grenadiers are one of the BEST. Far superior to flamers, great for getting cash at the start of the game by killing harv or grenading a building. Let's say the map's Field. if you grenade the strip or kill the harv, you can get a med much quicker and take the field early. If you DONT, Nod will take the field with arties and light tanks and stuff before you have the chance, which is bad for GDI

Subject: Worst character?

Posted by [Zep](#) on Sun, 11 Apr 2004 06:09:22 GMT

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Granadiers - Give you lots of money when you dont have a ref.

Many caracters can take out buildings. Put ur c4 on mct, then shoot at mct.

Sydney and the rocket soldier are quiet useless. Rocket soldier will cost you money, and does about the same damage as a grandier, excepte it shoots farther. Sydney, does damage, but if you are a shitty ren player, you should be able to do omre damage with a mini gunner.

Subject: Worst character?

Posted by [mrpirate](#) on Sun, 11 Apr 2004 06:20:22 GMT

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Tiberium Auto-Rifle Sydney is the by far the worst character in Renegade. It sucks!

Subject: Worst character?

Posted by [Nukelt15](#) on Mon, 12 Apr 2004 13:55:06 GMT

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Actually, that should be one of the easiest characters to do damage with- good range, good damage, rapid refire(the fastest for a medium-long range splash damage weapon), and you don't even need a direct hit. When your aim isn't so good it's nice to know that you can still get some hurt in by shooting the ground near their feet.

Of course, most people would rather miss completely while trying for headshots than do less damage per shot by shooting somewhere easier to hit.

I still think the free flamethrower is the worst. Short range, and outfitted with protection(fire suit) that only works against its own weapon. Completely outclassed by chem sprayer.

Subject: Worst character?

Posted by [Scopehunt](#) on Thu, 15 Apr 2004 03:31:37 GMT

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Sniper Characters are the best..... The WORST infact would have to beeee... Shotgunner! MUHAHA! :twisted:

Subject: Worst character?

Posted by [Zep](#) on Thu, 15 Apr 2004 13:04:20 GMT

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Dude, shotugunner ownz.

Subject: Worst character?

Posted by [Hydra](#) on Fri, 16 Apr 2004 03:08:03 GMT

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There are no bad characters in Renegade. I'm good with every one of them .

Subject: Worst character?

Posted by [\[A-I\]NastyDead](#) on Sun, 18 Apr 2004 02:03:57 GMT

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Flamethrower is a good free weapons, but the shotgun sucks, its the worst next to the rocket people.

Subject: Worst character?

Posted by [Hydra](#) on Sun, 18 Apr 2004 03:26:09 GMT

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[A-I]NastyDead]but the shotgun sucks, its the worst next to the rocket people. It's only drawback is its short range. It's great for tunnel fighting where you're often running around in tight corridors and people just pop out right in front of you. I've taken out groups of four rifle soldiers with just a shotgun trooper. Just get close enough and aim for the head and you'll be hearing a *boink* in no time .

Subject: Worst character?

Posted by [flyingfox](#) on Sun, 18 Apr 2004 23:31:34 GMT

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It annoys me when on the occasion I buy a chemical troop who gets owned long range by a standard soldier because of his large helmeted head, the dude brags about the kill. Flamethrowers are actually less likely to be killed than chemical soldiers. And chem guys are so bright green and easy to see too. So out of place in a war game.

Subject: Worst character?

Posted by [\[A-I\]NastyDead](#) on Wed, 21 Apr 2004 02:47:45 GMT

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The shot gun should have alot more range. Ive learned that grenaders dont suck, normal

engineers blo, although Ive been able to take out quite a few people with pistol.

Subject: Worst character?

Posted by [EvoSnipe](#) on Wed, 21 Apr 2004 14:56:27 GMT

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oy old posts ARE back i see, well the grenades rule ive found that out, the tib auto rifle does too, if u know how to use it, (fire at large groups in beggining of a game when the opposing team has alot of basic infantry, or fire at feet) flamers suck, except against basic infantry, rocket soilders good, though, in close quarters as well as against buildings, shoot at tanks and u will be dissappointed tho, maybe u could hit a mamm or arty at medium range, pics suck, the rav owns, aye i dont like mob and mendozas, but yes they rule

Subject: Worst character?

Posted by [Homey](#) on Thu, 22 Apr 2004 01:40:01 GMT

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Chem troopers also have the ability to hide in tiberium tho

Subject: Worst character?

Posted by [Nukelt15](#) on Thu, 22 Apr 2004 20:44:58 GMT

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PICs suck but Railguns don't? Dude, they're practically the same damn thing with a different model. If one sucks, so does the other.

Either way, how does a medium-long range, high damage, instant-hit weapon suck?

Subject: Worst character?

Posted by [\[BBF\]Foss](#) on Fri, 23 Apr 2004 00:50:42 GMT

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EvoSnipeomg u guys, the grenadier is the urst of course! rocket officer is terrible, and dont even touch that freggin soilder, get the shotgunner or engy!

well, there are special circumstances with the grenaider/soilder, but in the above post about sydney, im actually quite good with them, the autorifle is a strong, antiinfanty weapon that takes ALOT of usage to master

not TOO bad on tanks either

i like the chem warrior best though,

Good topic!

Evo

Grenadiers are Awsome support considering they are free.....good for taking out buildings and

good for taking out slower vehicles when going against a tank just keep circling and shooting not that hard to take out.....then i guess you have to worry about the driver after you kill the tank but that part is up to you

Subject: Worst character?

Posted by [Deathgod](#) on Fri, 23 Apr 2004 05:11:13 GMT

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PICs do more damage to buildings but reload slower than railguns. They both do the same damage to infantry and vehicles, though. As I stated in my other post, if you're looking for detailed character info go to our site, thefud.brinkster.net. Reload times and damages are listed there, among other things.

Subject: Worst character?

Posted by [spoonyrat](#) on Fri, 23 Apr 2004 05:46:09 GMT

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I value the PIC more than the railgun... mainly because I use them in conjunction with a vehicle (APC or light tank)... my APC/PIC will wipe the floor with any Nod vehicle, whereas my Light Tank/Rav won't necessarily beat a med

Subject: Worst character?

Posted by [flyingfox](#) on Fri, 23 Apr 2004 11:05:38 GMT

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The beef with the PIC, raingun and sniper rifle is that they don't take into account travel time. In modern games, you need to judge how far ahead of the target you shoot (usually a little) for the bullet to connect in the short time of travel. In Renegade, you can point your cursor at someone, fire a PIC shot at them in which the beam so obviously missed, but it kills them anyway because your cursor was on target at the time you clicked. And when you fire a shot ahead of them, which should connect at the perfect time and kill, it does nothing because the reticle wasn't on-par at the time of click.

Subject: Worst character?

Posted by [Deathgod](#) on Fri, 23 Apr 2004 15:56:04 GMT

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I don't know what kind of servers you play on, but on our server I can lead people with the PIC/railgun and they die. I average pings of about 120, maybe that has something to do with it.

PIC has a slightly larger hitbox than the railgun too, which can be useful for owning up on infantry.

Subject: Worst character?

Posted by [PyroX](#) on Tue, 01 Jun 2004 19:03:29 GMT

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Quote:Flyingfox said: The beef with the PIC, raingun and sniper rifle is that they don't take into account travel time. In modern games, you need to judge how far ahead of the target you shoot (usually a little) for the bullet to connect in the short time of travel. In Renegade, you can point your cursor at someone, fire a PIC shot at them in which the beam so obviously missed, but it kills them anyway because your cursor was on target at the time you clicked. And when you fire a shot ahead of them, which should connect at the perfect time and kill, it does nothing because the reticle wasn't on-par at the time of click.

Yeah I agree. The only time you would possibly need to shoot ahead of the target which (I have on occasion) is when you are on a map like CnC Death Islands (I think that's it) trying to shoot all the way across the map. But then, I was outa range!

Subject: Worst character?

Posted by [davion fuxa](#) on Sun, 20 Jun 2004 04:34:24 GMT

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I personally find that the worst character is the sydney(tiberian rifle), with such low cost though and the added health it is okay but dodgin the tiberian rifle can be quite easy and the tiberian doesn't keep damaging much afterwards.

Grenadiers own, they are the only free character that are good against infantry, vehs and buildings to a substantial degree.

Flamethrowers are okay because they can take out an enemy harvester by themself, if they use all their fire, timed c4, and don't get killed before unloading everything. That an if you flame a gdi infantry in the head for about 6 milliseconds they keel over, however, that only happens with noobs and people who are typing.

Rocket soldiers are fine in the sense that they can take out buildings from a distance that the grendier can't. which is good on some maps.

Subject: Worst character?

Posted by [flyingfox](#) on Sun, 20 Jun 2004 21:31:19 GMT

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Just wait till the new levels come out, the rocket soldier will actually be useful on levels like city, shooting afar at enemy vehicles and tracking them.

Deathgod: By leading the targets you'll only be anticipating when to shoot. The system in Renegade doesn't allow sniper rifles or railgun/PICs to track; the shot only hits if the reticle was red at the time you clicked.

Subject: Worst character?

Posted by [Jzinsky](#) on Thu, 01 Jul 2004 15:16:44 GMT

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Grenadier, I find them pants against infantry, but great against everything else, giving them a rifle would be cracking

Shotgunner, possibly because I'm awful with slow repeat weapons.

Paid soldier, my brother says Rav, but I find him amazing with tanks. I say Mobius and Mendoza, but only because I have the wrong hands for them..

Subject: Worst character?

Posted by [AlostSOul](#) on Sun, 01 Aug 2004 12:23:10 GMT

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Nod lazer chain gun, he is perfect in every way possible. Effective against both infantry and armour. The only let down about this character is the range.

Subject: Worst character?

Posted by [codeman](#) on Thu, 16 Sep 2004 05:47:49 GMT

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I dont really agree with having a worst character. I mean theres a different character for each job.

Rocket officers seem like the worst guys, but in C&C_Under I headshot a total newb with one from my base, and the guy was on the highrock in the middle.

Cheap sydney's are actually quite good. They rack up points fast, and you dont have to actually hit the target since they do splash damage.

Flame troopers dont do alot of damage. Ive only made about 15 kills with a flame trooper total, and have died about 4 times at the hand of a flame thrower. BUT, in tunnels like field, under, and complex they are very useful, since you can make a smoke screen outta fire.

Chem troopers are way underrated. A well placed chem trooper can make smokescreens, and are perfect for early attacks on the harvester since they are immune to tiberium. Their weapon does alot of damage.

IMHO, the worst character is the Flame trooper. Not because they dont do damage and all that, but they arent sneaky, and are easy to kill. A 20 foot stream of fire is enough to alert snipers to your presence, and since the flame has a definite shape to it, they can headshot you right through the flames. Up close, they are easy to kill, since they dont really do a lot of long lasting damage and cant see you very good in narrow spaces.

Subject: Worst character?

Posted by [flyingfox](#) on Thu, 16 Sep 2004 20:11:38 GMT

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dude, if you get headshots with a flamethrower, close range.. the damage is hard.

only thing is, while attacking with a flamethrower your opponent'll probably retreat. you have to keep up with him, and against say, a ramjetter, you'll probably die by either running in a straight line at him or strafing and letting him evade your flame range to the point of negligible damage. the key to him is surprise and headshots. if you surprise a prone sniper, you'll get him to at least half health before he reacts. it's all about dynamics in the game. the job would be harder if nobody had any lag. your opponent's notice time of being attacked by you is delayed a bit, giving you time to deal more damage.

as for the tib sydney, surprise doesn't even work.. it's one of the game's secrets of challenge. you'll notice few people bring themselves to use her, and would rather use easy shooting units. then again, why pay \$150 for something when you can do an easier job with \$0?

Subject: Worst character?

Posted by [ViolentOrgy](#) on Fri, 17 Sep 2004 00:54:08 GMT

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This one time i was able to orginise a flame thrower rush agesnt gdi on city flying. This was the cituation, everybuilding destroyed ex' the gdi barracks and nod obe(no power so didnt work). About 30 Flamers (unbelivable eh?) we were able to over come the gdi and flame the mct to death in only like 30 seconds. It was so funny when i killed their only mobius with my flame thrower.

But back on topic, the wost char i think in the whole game is the gdi rocket soldier, looks stupid, gunner defeats the purpose of him, dies easly.

Subject: Worst character?

Posted by [karmai](#) on Fri, 17 Sep 2004 15:12:23 GMT

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Grenaders aren't really used for taking out buildings,.. Just sit from a distance and hit buildings for credits.

Flamethrowers are pointless.

Subject: Worst character?

Posted by [spoonyrat](#) on Fri, 17 Sep 2004 16:06:18 GMT

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Useless characters: tib sydney, flamethrower, Nod soldier (Nod engi is far better unless you

wanna shoot down an orca and don't have any money... There are plenty of people who are awesome with a pistol or a GDI soldier, I can't name anyone who's frightening with a Nod soldier), shotguns are also of little value. GDI soldier > Nod soldier by far, Grenadier > Flamethrower by far, Chem troopers have a few (if not many) uses e.g. killing a harv at the start of a game on volcano, plus they are good against buildings. I also don't rate the officer much.

Subject: Worst character?

Posted by [AlostSOul](#) on Sat, 18 Sep 2004 00:46:31 GMT

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My friend, who are you going to use when Nod rushes, Sydney, because she has a tiberium auto rifle. Everyone knows tiberium disipates armour and health very rapidly. Also, The Technician would be a great offensive weapon.

Subject: Worst character?

Posted by [spoonyrat](#) on Sat, 18 Sep 2004 01:40:15 GMT

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AlostSOulMy friend, who are you going to use when Nod rushes, Med tanks and PICs :rolleyes:

Subject: Worst character?

Posted by [Deathgod](#) on Sat, 18 Sep 2004 07:46:38 GMT

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spoonyratUseless characters:
tib sydney

Amen. I have tried and tried to find a situation where she is good but there really isn't one. GDI soldier/grenadier is just as effective and is free.

spoonyratNod soldier (Nod engi is far better unless you wanna shoot down an orca and don't have any money... There are plenty of people who are awesome with a pistol or a GDI soldier, I can't name anyone who's frightening with a Nod soldier)

The 40% damage boost for GDI soldiers makes the Nod soldier useless. This is where shotguns become useful, for Nod at least.

spoonyratshotguns are also of little value.
This depends on the map.

spoonyratGDI soldier > Nod soldier by far, Grenadier > Flamethrower by far

No argument there. Grenadiers > a lot though.

spoonyratChem troopers have a few (if not many) uses e.g. killing a harv at the start of a game on volcano, plus they are good against buildings.

Chem troopers hate vehicles a lot. They also hate people but the whole bulbous head and green suit negates their usefulness besides tunnel spam vs infantry. Decent defenders.

spoonyratl also don't rate the officer much.

Chaingun officers eat people for breakfast. Rocket officers are pretty useless though.

Subject: Worst character?

Posted by [flyingfox](#) on Sat, 18 Sep 2004 13:22:34 GMT

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trust me, you haven't lived renegade until you headshot someone across a map with a slow moving rocket.

Subject: Worst character?

Posted by [Deathgod](#) on Sat, 18 Sep 2004 16:17:52 GMT

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Trust me, I know this joy all too well. However, Gunner is better for GDI, and the LCG thinks rocket soldiers can go fuck themselves.

Subject: Worst character?

Posted by [karmai](#) on Mon, 20 Sep 2004 14:47:45 GMT

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spoonyratAlostSOulMy friend, who are you going to use when Nod rushes, Med tanks and PICs :rolleyes:
HUMVEES

Subject: Worst character?

Posted by [cmatt42](#) on Tue, 11 Jan 2005 04:37:17 GMT

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The flamethrower sucks the most for all the previously posted reasons.

Subject: Worst character?

Posted by [SuperMidget](#) on Mon, 17 Jan 2005 15:25:41 GMT

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IMO, i agree with the nod soldier as the WORST character to use, he is, by far, the weakest (in fact) unit to use. Lowest HP+Armour (obviously = to gdi and engees) and the LOWEST attack period.

Subject: Worst character?

Posted by [Deathgod](#) on Tue, 18 Jan 2005 04:05:11 GMT

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SuperMidgetIMO, i agree with the nod soldier as the WORST character to use, he is, by far, the weakest (in fact) unit to use. Lowest HP+Armour (obviously = to gdi and engees) and the LOWEST attack period.

I'd rather have a Nod Soldier than a Flamethrower in almost every situation. Arguably, I'd take him over a Tib Sydney most of the time as well, or a regular Rocket Officer.

Subject: Worst character?

Posted by [Sponny_old](#) on Tue, 18 Jan 2005 05:47:30 GMT

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gimme engi pistol over Nod soldier rifle anyway... plus nod soldier heads are huge compared to the GDI equivalent

Subject: Worst character?

Posted by [SuperMidget](#) on Tue, 18 Jan 2005 18:18:49 GMT

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^^ excalty, flamethrowers heads are smaller too so i would take a flamethrower ANY day rather than a nod soldier. the only thing i use em for is for point whoring at the start of a game against a harvy.

Subject: Worst character?

Posted by [flyingfox](#) on Sun, 23 Jan 2005 05:29:57 GMT

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Spoonynod soldier heads are huge compared to the GDI equivalent

kinda makes you think about the balance of things...throw a gdi and nod soldier into a fight and the gdi'll win. not only because his rifle is powerful but he's a smaller target. I feel sorry for newbies who try to kill with a nod sold and get wiped out by a jumping, prancing engineer with a

pistol, of all things.

Subject: Worst character?

Posted by [RTsa](#) on Sat, 05 Feb 2005 20:16:01 GMT

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Flamethrower can also take out a building. It takes a while, but it's possible. Though I don't use flamethrowers. I think sydney (tib rifle) and gdi rocket soldier are worst. Though nod soldier isn't too good either.

Subject: Worst character?

Posted by [Spoony_old](#) on Sat, 05 Feb 2005 22:08:22 GMT

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You are not correct. A flamethrower cannot kill a building, at least not without someone else hitting it too.

He can nearly kill it though... if he uses all his ammo and his C4.

Subject: Worst character?

Posted by [SuperMidget](#) on Sat, 05 Feb 2005 23:01:27 GMT

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Pistol?
