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Subject: Completely Useless vehicles/infrantry

Posted by [IRON FART](#) on Tue, 08 Feb 2005 04:08:31 GMT

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Quote:

Mine:

Useless Vehicles

1. Transport Heli's
2. Buggy rarely accomplishes anything

Infrantry

1. Chem Trooper
2. Tyb Sydney
3. Flame Trooper
4. Patch
5. 500\$ Snipers

Transport Helis...Definatly. Bad armor, no weapon, moving target. Can get to higher ground though. CAN be useful if used right.

Buggy. Owns big time on City. You can rush ANY building on GDI on City with a buggy besides Barracks.

Go to WF

Go to WF...Heal...Go to AGT

Go past WF to Ref

Go past WF past Ref to PP

Go Past Barracks to PP

Go to Barracks...Heal...Go to AGT

Rushing the powerplant directly is very effective. One engineer and one tech can easily take it down. You can also do this very early on.

Chem trooper...Very good when standing on a Tib Field. Inflicts good damage although not long range.

Tib Sydney. Good range, good damage. Although not very tactical.

Flame trooper...Good damage on Harvester. Thats about it though.

Patch...Good weapon.

500 Snipers. These are worth it if you are a really good sniper. If you are good enough, you can make it last and still no get owned. At the same time, if you do happen to die, you would still be able to buy another one faster.

I'd say my most useless units are the Nod/GDI Officers and again, the Transport.

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