
Subject: Using free soldiers

Posted by [m1a1_abrams](#) on Fri, 09 Dec 2005 15:54:24 GMT

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The Patch thread reminded me about the free rifle soldiers on both sides, and how hardly anyone seems to use them effectively. Obviously you get lots of them running to the middle of the map at the very start of the game while they're waiting for cash to buy something better, but after that they rarely get used. The thing is though, they're free and totally expendable, but do good damage to infantry and light vehicles. They even get a lot of points from shooting heavy armoured vehicles, although it's quite a cheap tactic when they're doing next to no damage.

Like I said, they're expendable and do good damage, so there's no good reason not to head out and find something to shoot at if you can't afford a tank yet. It's better than paying for a mid-range character and taking longer to get enough credits for your tank + giving the enemy points when you get killed. I guess a lot of people are hung up on their k/d ratio, which is a shame, because you're helping the team more by softening up an Artillery with a GDI Soldier, rather than just sitting there waiting for credits. You even gain credits faster by shooting things, and it's not difficult to get a free soldier killed when you have enough for whatever you want to buy.

There are so many situations where free soldiers can be a great help to the team. For example, if the map is Field and your team is danger of losing the middle ground, then all the people who aren't tanks or Hotwires/Technicians could be shooting at the MRLS/Artillery with free soldiers. They will have a really poor survival rate, but you lose nothing by getting out there. On the other hand, your team gains another unit doing good damage to the light armoured vehicles, and another unit for the enemy to shoot... hopefully distracting them from focus-firing on your tanks. It's win-win... if they're smart and keep shooting the tanks then at least you will do some damage of your own with the rifle soldier, and if they shoot you then you're limiting how much damage your own vehicles take. Also, when your base is being terrorized by Orcas/Apaches, don't hide inside your buildings... get out there with your free soldier and shoot at them. Aircraft go down so quickly to concentrated rifle fire that you don't necessarily need snipers to deal with them. Sure you will die fast if you get targeted, but you're gonna respawn in your base ready to go again and they gain practically nothing by killing you. You get lots of points for your team by damaging them and even better, you might help take down some aircraft.

I'm not trying to say that rifle soldiers are the best unit, or that you should keep them when you could buy something a lot better... all I'm saying is that if you're chiefly interested in winning games rather than your k/d ratio, then you'd be a fool not to use the free soldier while you wait for your credits to come through. I really wish people weren't so bothered about dying in the game. From the point of view of trying to win, the only time dying matters is when you lose more points to the enemy than your team gains while your character is alive.
