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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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