
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 sydneyes 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.
