
Subject: Attacking Harvy at beginning of game
Posted by [Nukelt15](#) on Tue, 24 May 2005 19:46:05 GMT
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Grenadiers. Grenadiers are awesome, if you can handle the arced trajectory of the grenades. With a little practice, you can peg slow-moving vehicles from halfway across the map, which means you can get up there and wipe out the Nod harvy before it is even possible for Nod to do the same to yours (since standard infantry, though long ranged, can't kill heavy armor anywhere near as fast, and engineers and flamethrowers are limited to short range attacks).

Flamethrowers CAN be useful, but they become obsolete the moment anyone gets enough money for a Chem Trooper. Nod is much better off going for Riflemen and Engineers- the Engineers, at least, can provide some limited support to the Riflemen in the form of repairs.

Either way, Riflemen are a necessity to any early raiding party, because any opposition is practically guaranteed to be using them, and there really is no way for a Flamethrower or Grenadier to defeat a decent Rifleman at range (though a good Grenadier might get a few hits in, at mid to long range you have to sight your targets then arc to fire, which makes the Grenadier a very cumbersome unit to use against infantry which will be ducking and dodging the moment the first shell is in the air).

So...yeah. A mixed group of Grenadiers and Riflemen for GDI, and Riflemen with a few Engineers as Nod.
