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Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Fri, 09 Dec 2005 23:59:30 GMT

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The Flamethrower and Shotgunner are extremely useful to Nod. The Flamethrower can take more tank splash than any other character, because of their flame-retardent suits, plus they do a good amount of damage to vehicles and make any player panic. Get a group of four Flamethrower troopers and send them at an enemy vehicle, even a Mammoth, and, as long as there are no snipers and the troopers aren't idiots, they're mostly assured in atleast making the vehicle back off. They work best if you can ambush vehicles, but running straight at one(In a sense.) is effective aswell.

The Shotgunner does more damage to the lightly armored vehicles and infantry than any other basic unit, save the Engineer. Sneak up on an MRLS group, plant C4 on one of them, and start shooting at another. Usually they either back away or start firing, sometimes both. This frees up a small amount of time that your base isn't getting hammered, which can save a building or two. Plus the one with the C4 on it will be destroyed if it goes off, causing them to lose around 500 Credits, and an Artillery unit.

The Nod basic soldier is very effective as a distraction, just like M1A1 said. Send in one or two as the main fighting force with tanks waiting around a corner, wait 'till the enemy troops start shooting at them, and bring in the tanks. It may not seem to effect the enemy, but look at it this way: Infantry don't have unlimited ammunition. They gotta run out sometime.

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