
Subject: For me...

Posted by [newcmd001](#) on Mon, 16 Jun 2003 14:26:39 GMT

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Medium tank/Light tank - Med packs good firepower and health, and maneuvered wisely, it can take out any Nod tanks! :rolleyes: Light tank has less health and firepower, but it's more maneuverable so I can swing more LOL same advantage as med, just less health and firepower

Stealth Tank - Great for making surprise, as well as it's damage. Incredible!

Mammoth Tank - If you keep engineers near you and never leave it alone in the field, it's a formidable tank for defending! But its disadvantage is it does give points to enemy.

MRLS/Artillery - Good scoring vehicle at the early!

Sydney PIC - Voila, my favourite character! Well, I don't use her very often, but she's formidable for defending. I also have her gun. Its beam is... beautiful! Esp when it's slaying tanks and/or soldiers!

Patch - I think it's better than Mobius when dealing with infantry.

Deadeye - Although he can't do much damage on vehicles, Deadeye's better on killing infantries. Although he has less firepower.... I don't know why, but using Deadeye I get lots o kills more than I did with Havoc. Perhaps because Deadeye's suit is more camouflaged and there's no annoying blue line out from his gun, so it leaves no trace. :rolleyes:

Hotwire - When it comes to defensive game, Hotwire always keep the base alive and kicking LOL

LOL I must say at least 20% of my strategy reveal here
