
Subject: Special roles of GDI infantry:(For noobs)
Posted by [gufu](#) on Thu, 19 May 2005 22:45:05 GMT
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Soldier-only usefull in groups
Shotgun Trooper-Remember when you fight against hordes of enemy coming to your sniper?
Now thoe guys are great backup!
Grenadier-sucks! Use him alike shootgn trooper!
Engineer-Great in rushes-but not much else!(WEll he too slow at repairing buidings!)
Officer-Can mow down infantry. Can be used for as anti-sniper
Rocket Soldier Officer-anti tank! WHAT ELSE?
Deadeye-weak sniper! Only good when-u got no cash(and enemy lots of infantry!)
Dr. Mobius-Shootgun Trooper exept-he best at anti-vehacle jobs
Havoc-Better than deadeye. Usefull both at camping and assualting.
Hotwire-Better version of engeener.Perfect at both rushes and building repair.
Gunner-Good anti-tank. Good VS infantry too!
Patch-Close range and support. And sniper protector!
Sydney-Anti-infantry
Sydney(ION CANNON)-killer! Best at anti-vehacle job!

Subject: Re: Special roles of GDI infantry:(For noobs)
Posted by [Spoonny_old](#) on Thu, 19 May 2005 22:53:26 GMT
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gufuSoldier-only usefull in groups
retard.

gufuShotgun Trooper-Remember when you fight against hordes of enemy coming to your sniper?
Now thoe guys are great backup!
uhhhh ok

gufuGrenadier-sucks! Use him alike shootgn trooper!
retard.

gufuEngineer-Great in rushes-but not much else!(WEll he too slow at repairing buidings!)
retard.

gufuRocket Soldier Officer-anti tank! WHAT ELSE?
uhhh... nothing really, including tanks

gufuDeadeye-weak sniper! Only good when-u got no cash(and enemy lots of infantry!)
only good if you can actually headshot someone :rolleyes:

gufuHavoc-Better than deadeye. Usefull both at camping and assualting.
useful if you're new to the game and need a handicap weapon.

gufuSydney-Anti-infantry

assuming your opponent is AFK.

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Majiin Vegeta](#) on Thu, 19 May 2005 23:15:32 GMT
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n00b

Subject: Special roles of GDI infantry:(For noobs)
Posted by [BumishBk](#) on Thu, 19 May 2005 23:41:21 GMT
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I am sorry, but some of the worst possible explanations for every character on your list.

Subject: Re: Special roles of GDI infantry:(For noobs)
Posted by [csskiller](#) on Fri, 20 May 2005 02:58:50 GMT
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Uh, no.

Deadeye > Havoc Shoots faster, shows more skill in user

Mobius: anti-infantry and anti tank (range sucks)

Hotwire is not exactly perfect for rushes as its does cost 350 and engineers have no cost so it is better for early rushes that usually decide the game.

Personal Ion Canon: dual job like Mobius anti-tank / anti infantry (user must wield skill for anti

infantry)

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Sniper_De7](#) on Fri, 20 May 2005 10:54:24 GMT
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I think people should learn more how to get away from infantry and learn how to use tanks.

Subject: Special roles of GDI infantry:(For noobs)
Posted by [flyingfox](#) on Fri, 20 May 2005 12:26:36 GMT
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i'd like to see less people buying hotwires and more infantry that can fight back

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Majin Vegeta](#) on Fri, 20 May 2005 12:36:37 GMT
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flyingfoxi'd like to see less people buying hotwires and more infantry that can fight back

what!?

i'd like to see more hotwires! never a hotwire around when a nuke goes off

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Deathgod](#) on Fri, 20 May 2005 13:51:28 GMT
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flyingfoxi'd like to see less people buying hotwires and more infantry that can fight back

amen but replace 'hotwire' with 'havoc/sakura'

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Spoony_old](#) on Fri, 20 May 2005 16:57:10 GMT
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Hotwire can't fight back? What version of Renegade are you playing?

Subject: Special roles of GDI infantry:(For noobs)
Posted by [mision08](#) on Sat, 28 May 2005 18:03:47 GMT
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The tech/hot is the backbone of any team. Having a choice, anyone would rather fight with a ramjet over a pistol. However, If you think that the best character in Renegade is any other than a tech/hot you have lost sight of the main objective. The tech/hot will preserve more buildings and vehicles than any other unit, and we all know who destroys more buildings. It is simple to me. What does it cost to take out my target? A tech only cost 350 credits and can be more stealthy than a sbh. I would much rather the enemy hear "weapons Factory is under attack" 1 second later "Weapons Factory destroyed" opposed to "nuclear strike beacon has been deployed" you have 45 second to kill the enemy, disarm his nuke and make you team 300 points. At least that is what I hear.

These are facts not opinions and are not subject to review.

Subject: Special roles of GDI infantry:(For noobs)
Posted by [flyingfox](#) on Sat, 28 May 2005 20:39:34 GMT
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In the battle side of things they're a joke, and that was the whole point. you think a hotwire is going to beat back some med tanks from overtaking your base? Maybe in bullet time...

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Spoonny_old](#) on Sat, 28 May 2005 21:41:01 GMT
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flyingfoxIn the battle side of things they're a joke, and that was the whole point. you think a hotwire is going to beat back some med tanks from overtaking your base? Maybe in bullet time...
No, I don't think a hotwire would do much to stop a medium tank rush. It's such a rare thing for Nod to do.

Subject: Special roles of GDI infantry:(For noobs)
Posted by [flyingfox](#) on Sat, 28 May 2005 23:29:35 GMT
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replace "hotwire" with "technician" or switch med tanks with lights.....your choice

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Spoonny_old](#) on Sun, 29 May 2005 00:45:02 GMT
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OK.

A technician/hotwire is a very good anti-rush unit, simply because they can keep your base alive while your teammates stop the rush.

Alternatively, they can use their remotes to kill the rushing tanks. Not likely to work very well against meds or lights... but good against flamers and stanks.

Even better, just tech a friendly vehicle. A constantly teched artillery is brilliant at killing med tanks, assuming the artillery driver is skilled

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Deathgod](#) on Sun, 29 May 2005 06:06:38 GMT
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Spoony does have a point, engies and hotties/techs can do the most damage of any unit in a single shot with their remotes. Many a tank driving into an 'undefended' base has been slaughtered by suicide engineers with remotes, proving once again that jihad is a powerful force.

I know on our server that techs/hotties are my 2nd favorite unit, because they have shotguns. Mobius still wins because he is a bad man, but he can't repair.

Subject: Special roles of GDI infantry:(For noobs)
Posted by [Spoony_old](#) on Sun, 29 May 2005 13:00:21 GMT
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The other thing about remoting enemy tanks rushing your base is, anyone in a stank who isn't a total retard will avoid engineers and hotwires at all costs because a remote will cripple a stank, especially if the AGT / other GDI units are firing on it. If I'm stank rushing and there's an engineer/hotwire in my path, assuming I can't get a quick headshot in I'm gonna have to take a second to manouevre out of his way to save myself getting remoted. That's a couple of valuable seconds for GDI to kill my stank with other stuff
