
Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 05:31:00 GMT
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When your having a big tank stand off at your base's entrance or a big tank battle in a large field with some good sniper hide-aways buy a Raveshaw(NOD) or Prototype Inf (GDI) and peak out behind a wall, shoot 1 round at a tank, hide behind wall until it reloads peak back out and shoot - repeat and refill as needed.. This is a good way to do major damage (and get 10pts per hit) without getting tangled up in your allie's tanks and worrying if they are going to repair you or not.. If you have not used them much Raveshaw can kill a hummer/buggy/artillery in about 3 shots and also its great for picking off trailing engys fixing the tanks in 1 good direct hit.. Andy they usually can take 2-3 direct hits from tank fire and live but watch out for snipers!Anybody else use these guys much?

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 05:44:00 GMT
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Yeah, AzWhoopin I've used the Raveshaw alot when I play NOD and GDI is pounding us with tanks. I had my friends over last night, showing them the game, and I swear I was the luckiest ***** since I destroyed 8 vehicles in the last 10 min. . But I'm a tank guy when I'm GDI and I've gotten better at hitting the little Raveshaw guys.

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 05:54:00 GMT
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Yep --- this is a favorite tactic of mine --- they keep trying to hit you- but it splashes off the side of the hill.good thing the terrain doesnt deform --- there would be mighty big holes made in the mountains and hills.....[March 08, 2002: Message edited by: StoneRook] [March 08, 2002: Message edited by: StoneRook]

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 18:44:00 GMT
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I use Raveshaw once in a while. Normally I prefer rockets since they have a much better ROF (and I seem to get more total damage per time with them) but only GDI has an advanced Rocket Guy. I think Sydney is a bit too bulky looking, she makes a distinctive green target that I can easily shoot at 100 yd with my pistol (yeah, I'm one of those more evil engy-types). I like sniping infantry and even snipers with the railgun but the game is pretty **** laggy for that.

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 19:24:00 GMT
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Its Nod not NOD and also GDI means Gobal Defence Initiative.

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Fri, 08 Mar 2002 20:52:00 GMT
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I like Raveshaw and PI alot. But one thing i kinda notice about their difference Raveshaw- is a midget and has a shinny head kinda like kanesPI- has a huge suit that makes them seem a little bit larger

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Sat, 09 Mar 2002 21:47:00 GMT
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They are really great for the canyon (if it's not the right map, sorry) when you can stay on the side of the big hill just out of the range of defences and shoot tanks as they come out of construction.

Subject: Good strat for Raveshaw @ Prototype Suit Inf....
Posted by [Anonymous](#) on Sun, 10 Mar 2002 12:18:00 GMT
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For defending, I think the best thing to use is still artilleries or the MRLS.I prefer using those when the vehicle limit's reached and ive got money to spare.Flame throwers and granediers are really underrated though.
