Subject: My favorite "class"
Posted by Anonymous on Sun, 17 Mar 2002 14:19:00 GMT
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*note this only works on "weapon spawn" maps*Take a Nod stealth black hand, go out and pick up the weapon spawns until you get a sniper rifle and rocket launcher, go reload and if you are good you won't die for the rest of the game. First of all you have the sniper rifle, with one caveat: You can't zoom or you will decloak. So if you can make a 1 pixel headshot, then you are the ultimate anti-infantry weapon. You can hide in the open after you recloak, so no being trapped behind a rock for you! You also have a rocket launcher, unfortunately its not the Gunner style rocket launcher, but now you have something to attack vehicles and as a splash damage anti-infantry weapon. You can also do 1 hit kills with the rocket launcher if you can nail them in the head. Now what's the drawbacks? First of all it takes time to collect the weapons, a missed spawn can set you back minutes at a time. Next the $1000 characters seem to be able to spot you at a closer range. Third you won't be getting tons of points since killing infantry doesn't get you many. But its a fun character to play if you like to be an invisible killing machine.

Subject: My favorite "class"
Posted by Anonymous on Sun, 17 Mar 2002 14:46:00 GMT
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I prefer doing that with a techie/hotwire. I love running into a building, planting C4, and then dishing out my autorifle when other engies try to disarm my explosives. For the heavier guys I use the flamer.v

Subject: My favorite "class"
Posted by Anonymous on Sun, 17 Mar 2002 15:19:00 GMT
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I have to agree about the stealth black hand... You just use the sniper rifle as a medium range weapon, and just pop people who are standing still... The shotgun works well for the stealth black hand too...