
Subject: Newbies: Character organization
Posted by [Anonymous](#) on Sat, 30 Mar 2002 05:09:00 GMT
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This is what ive found the advanced character organization to be like:1st column: best suited vs. infantry units2nd column: effective vs. both but easier vs. vehicles3rd column: Good against both but hard and/or impossible to hit at longer ranges.4th column: just the advanced engineer, no other categorie to put it under With this basic knowledge, you would know that... ex: No sense in buying sydney/raveshaw if ur only attacking infantry, then buy havoc/sakura instead. they do around same damage but MUCH less reload time, but do almost nothing to vehicles

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raveshaw/sydney are quite good vs both, infantry and vehicles! their advantage vs havoc/saccura is they do much more damage against vehicles! they kill every infantry with one hit, if they hit!their disadvantage is, they have problems to aim @ small things, like infantry!it takes longer between every shot, but they dont have to reload between every 4th shot!btw the havoc/saccuras are quite good vs buggys/hummvees and artillery/MRS (mobile rocket something)

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a tip for the newby regarding havoc/sakura. they are for range killing, so don't go into tunnels with them and try to shoot it out with enemy inf. if you do find yourself being attacked by inf, then run away. they are too expensive to be killed by cheap inf. i have found this out the hard way all too often. in fact, it would be better if you didn't even buy the high priced characters/vehicles until you get to know the game and how it works better. as a newby you're going to die alot anyway, so don't give the enemy easy points...

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And just buy the \$500 sniper anyway... The shots do not reveal your position...
