
Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 13:46:00 GMT

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Who is better: Raveshaw or Prototype Assault Unit? I think Raveshaw is better but I can't exactly put my finger on why. Possible reasons 1. He is a shorter target. 2. He reloads faster (or it just seems that way?) 3. GDI vehs are slower than Nods, therefore easier to pick on? What do you think?

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 14:22:00 GMT

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raveshaw's beam is smaller, making it harder to see. But I think Nods weaker vehicles make the pic get better usage out of it. Except for the flame tank which is like volt auto rifle food.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 14:26:00 GMT

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they are practically the same gun except one is bigger and shoots a bigger shot.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 14:31:00 GMT

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PIC and Raveshaw are identical in all important respects

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 15:13:00 GMT

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Yep, they are!

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Fri, 21 Jun 2002 19:42:00 GMT

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I have tested it and Raveshaw shoots slightly faster than Sydney but does slightly less damage, I like Raveshaw better because he doesn't make a huge beam when he fires so everyone knows

where you are.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Sat, 22 Jun 2002 04:16:00 GMT

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Why does Raveshaw have AS MUCH armor as Sidney WITHOUT the Assault Suit?!

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Sat, 22 Jun 2002 12:23:00 GMT

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Raveshaw is shorter, but if you have any brains at all and use the Sydney without the big suit, then she's thinner. Nod vechs are just soooo fun to blast with the PIC, I've blasted countless stealths in Complex, and countless flamers in Islands. They always try to drive by, they always die...

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Sat, 22 Jun 2002 14:04:00 GMT

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Uhh, he doesn't have any weapons. Besides, it's not hard to make him. Throwing Stealth Soldiers and bodyslaming may be a bit hard to do, but, you can do it (I think).

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Sun, 23 Jun 2002 00:31:00 GMT

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Heres something interesting.PIC fired on outside of building=10Railgun fired on outside of building=10(this next part is cheap)PIC fired on MCT=20Railgun fired on MCT=15I still think Raveshaw is better anyway.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)

Posted by [Anonymous](#) on Sun, 23 Jun 2002 00:36:00 GMT

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I think that Mutant Raveshaw should really be mutant raveshaw! He should heal on tiberium. But, to balance that, make him a good \$200 more.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)
Posted by [Anonymous](#) on Sun, 23 Jun 2002 20:29:00 GMT
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i hate sydneys gun its so huge it takes up alot of the screen

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)
Posted by [Anonymous](#) on Mon, 24 Jun 2002 06:08:00 GMT
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I prefer the mutant Raveshaw when I use him - that little creep carrying a weapon that must weigh 30 lbs. is just too silly.

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:05:00 GMT
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Well, if you know the EXTRAS cheat, then you could fiddle with the game to make the Templar have a rail gun or you could do it with the initate cause hes faster

Subject: Raveshaw vs. that GDI chick(PAU or PIC or Sidney)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:12:00 GMT
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both are equal. Railgun reveals your position less(and fires faster), but PIC is faced with weaker foes...take your pick, I'd rather have Sydney myself.
