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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Sun, 07 Jul 2002 10:47:00 GMT

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What character do you like best? How do you use him/her? I like Mobius/Mendoza because of the fast fire rate and how it damages vehicles.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Sun, 07 Jul 2002 11:31:00 GMT

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LCG BH

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Sun, 07 Jul 2002 13:30:00 GMT

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The Tech/Hotwire I find most useful, using their C4 they can be very deadly to tanks and infantry, can heal team members, and can also destroy entire buildings single handedly. They are definitely the best characters in the game. My list is as follows: 2. Stealth Black Hand - the ultimate sniper killer, can carry beacons easiest, three going in at once is a great rush, and is great for recon. 3. Patch - Can kill all infantry easily and is best used to defeat Stealth Black Hands. 4. Mobius/Mendoza - Even better against infantry than patch and is also very good against vehicles - best combat character in the game, is ranked lower than patch because of price. 5. PIC/Raveshaw - Best character against vehicles, great against infantry too if you have skill and a good computer. 6. Gunner - Good, cheap character against buildings and vehicles. Those are the only ones I ever use, with the exception of the free characters.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Sun, 07 Jul 2002 14:08:00 GMT

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My favorite would have to be PIC Sydney. Though the main gun's fire rate is somewhat lacking, it does more damage than any other infantry weapon. The instant projectile speed helps, too, as does the great range. My second favorite is the basic engineer. Because they cost nothing, there's nothing to lose by being one. Also, in a big siege, the fact that they're free means that you can get back to repairing just that much quicker when you die. Third favorite is the grenadier. Aside from the benefits of being a free character, the grenadier has more range than people usually realize; at best you can fire clear across the base. The curved trajectory means that you can fire when behind cover. And, of course, they're good against vehicles.

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Subject: Your favorite/best characters.

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Posted by [Anonymous](#) on Sun, 07 Jul 2002 14:26:00 GMT

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Havoc because i own all snipers with him

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Mon, 08 Jul 2002 00:07:00 GMT

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I beleive the volt rifle is the most useful and ballanced weapon in the game. Messes up both vehicles and infantry. Works to some extent on buildings as well.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Tue, 09 Jul 2002 03:38:00 GMT

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absolutly Havoc/Sakura. They have one of best weapons in the game, Ram Jet Rifle.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Tue, 09 Jul 2002 13:31:00 GMT

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my fav must be sydney for gdi, cheap and her tiberium auto rifle is slow firing 4 a machiney, but hellit does damage, sum1 had 25 health left once and i shot them with 1 bullet, killed dem, the poisoning did ne way .my fav for nod must be the stealth BH u can ges why, beacon rushes, recon teams (recon6000 is my wol name, thats why i like recon).my second fav for gdi is the hotwire, can dismantle buildings on own, fied medic etc...my second fav for nod is the chem sprayer or the initiate coz they have tiberium guns, tiberium poisoning, can walk on tiberium (i like tiberium weapons) etc...

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Wed, 10 Jul 2002 06:01:00 GMT

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got to be havoc/sakura... they own all infantry (in the right hands) and can take out low armoured vehicles easily eg. heli, buggy ...

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Wed, 10 Jul 2002 10:10:00 GMT

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Hotties and Techs. They blow buildings very fast, have lots of health, and you can rack up the points repairing a building with them. Plus they do not cost too much. They are the most versatile out of any character I think. They have remote c4 and take out many others in a group if need be. That's my 2 cents.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Wed, 10 Jul 2002 17:44:00 GMT

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For GDI, I like Mobious and Gunner. Mobious for its massive damage, and Gunner 'cause he can take down buildings quickly in groups, and is great for clearing swarms of infantry(all tightly packed) and I'm pretty good in 1v1 infantry with him. And he has incredible range. For Nod, I like SBH, and LCG BH. I like SBH because I stole a med and mammy in the same game earlier today, and LCG because, well, if you can't steal 'em, KILL 'EM!

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:52:00 GMT

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that PIC is the best antivehicle weapon for infantry...knocks apaches out of the sky like nothing else can, tears up flame tanks faster than a medium tank, slaughters APC's...

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 15:54:00 GMT

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I like \$150 dollar sydney or initiate because sydney is good against infantry and fairly good against vehicles. the initiate, if undisturbed can set c4 on a building and take down the rest of the building with the chem. sprayer. it can heal on tiberian, kill infantry and vehicles alike, and starts with fair health, has a pretty good character for the cheap \$200. (oh and can some1 tell me how to get a sig.?!)

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 16:39:00 GMT

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My fav is the engineer. Join my server sometime and you'll see why...

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Thu, 11 Jul 2002 17:43:00 GMT

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I like patch/laser chaingun black hand.Patch because he's the ultimate anti-infantry, and does pretty well on vehicles.Black hand because it kickes a\$\$\$. The lasting burn to infantry, and the way it tears vehicles apart.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Fri, 12 Jul 2002 11:22:00 GMT  
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Mobius when on base defense -- he eats FT's for lunch.Sydney with the T-rifle - good for tunnel fighting.... (love that kill from the residual effects ....)Stealth Blackhand - useful for taking out unguarded repairing GDI engies - and planting a C4 on a snipers head.BlackHand ChaingGun -- i can hold off Medium Tanks with this one....

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Fri, 12 Jul 2002 13:00:00 GMT  
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Other than Advance Engineers which I think are the best.GDIs best infantry are..1. Gunner - fairly cheap for \$400, pi\$\$es tanks off, fast rate of fire and rockets are faster, and spalsh damage on infantry.2. Ion Sydney - Instant damage weapon so you dont have to judge where your target will move to next, Im proficient at killing infantry with her, and she can take a direct tank shot without dying.Nods best infantry are..1. Laser Chain Gun - Instant damage weapon, fairly cheap at \$450, Pis\$\$es tanks off, and makes mince meat of infantry2. Raveshaw - Instant damage weapon, Im proficient at killing infantry with him, and he can take a direct tank shot without dying.As you can see, I prefer tank destroyers

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Fri, 12 Jul 2002 14:39:00 GMT  
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and people really underestimate the higher-end antivehicle infantry...the PIC/railgun or volt rifle can kill tanks faster than other tanks can, and with fewer shots, too.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Tue, 16 Jul 2002 09:24:00 GMT  
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nod - stealth black hand. The invisibility gives you lots of options and freedom of movement, so you can choose when to kill. c4 on the butt of some un-suspecting sniper is just soooo much fun.GDI - Mobius - wastes flame tanks and any other armored vehicle in no time flat.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Tue, 16 Jul 2002 09:37:00 GMT  
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I'm a little old fashioned I guess. I like the rush of whoopin 1000 charachters with a plain old black hand. If you can find a corner to hide in with a shadow, you can snipe all day and embarrass alot of "good" players.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Tue, 16 Jul 2002 20:10:00 GMT  
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i think infantry is one of the places wer ww have actually done a good job....there is an equal amount...unlike tanks...every 1 of them has sumthin to counter it....mobius/mendoza hotwire/tech so no team loses out...ok sum ppl might say that the sbh is a big adv especially on non def maps but apart from that it woz well done by ww.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Tue, 16 Jul 2002 20:43:00 GMT  
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WW only did a good job infantry balance because if you look at it, a lot of the infantries are the same except their appearances, there are only about 4 units that are really different, plus gunner is only a rocket launcher officer that fires faster.

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Sun, 21 Jul 2002 20:24:00 GMT  
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stealth black hand.useful for beacons, anti vehicle, anti infantry and anti sniper all for around 400 dollars what a bargain

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Subject: Your favorite/best characters.  
Posted by [Anonymous](#) on Sun, 21 Jul 2002 20:36:00 GMT  
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This is pointlessThere are different infantry that need to be used under different cir\*\*\*stancesI use whatever I can afford, and what will kill the enemy the best

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Subject: Your favorite/best characters.

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Posted by [Anonymous](#) on Mon, 22 Jul 2002 01:36:00 GMT

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My favourite character: Stealth Blackhand, with a sniper rifle that you have picked up. Walk up to an enemy soldier and shoot him in the head. Then they start shouting "how did you kill me? Cheat"

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Mon, 22 Jul 2002 19:43:00 GMT

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Did you know: Volt rifle can BY ITSELF, take down a whole building? Of course, it takes 400-450 ammo, but I have done it. And with timed c4, you can own a building by yourself

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Wed, 24 Jul 2002 20:15:00 GMT

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my favorite character(s) would either be a Deadeye or a Black hand sniper.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Wed, 24 Jul 2002 21:24:00 GMT

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Havoc/Sakura, SBH, LCGBH or Raveshaw.

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Subject: Your favorite/best characters.

Posted by [Anonymous](#) on Thu, 25 Jul 2002 23:09:00 GMT

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Fav. character... Hotwire in addition with the med. tank has to be the overall best combination there is..... the ability to stay back and slowly pick off the enemy is the best way to get kills and the rate or repair for the hotwire char. over the engi. allows for the most effective use of a med. tank... as a med tank will give out less points than a mam.. and has more fire power than both the apc. and humvee... duh.... and if it were nod... it would have to be the tech. with any variation of vehicular units... with the exception of the buggy and troop carrier... though it should be noted that every map with varying team sizes ultimately determines the best unit vehicle combination.... also the explosives that the hotwire and tech units carry make in invaluable if you can place them on an enemy tank properly... preferably aim up and plant the c4(timed) on the top of the tank... well out of reach of enemy repair guns...if I were to choose to use just an infantry it would be one of the free ones... as these give off low amounts of points per kill received but can pay off a thousand fold if you are able to plant the timed c4 it is given and use the given weapon against enemy units

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effectively...but my fav. of the free ones is the flametrooper for Nod and the shotgunner for GDI

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