

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i think that sydney tib auto rifle has got to be the worst

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the auto rifle is kinda good agenist stealth tanks though, and so so agenist ftanks and other vehicles. Great agenist artilaries.I think it's either... ~thinks~ I dunno, I can't really pick.

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote: sydney tib auto rifle i find that to be quite effective against troopers and tanks, i would say its.....

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

At long range, it is quite useless when it comes to hitting infantry. Although, on armor class 3 vehicles, it does an average of 3 damage per shot. Therefore it is not useless

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There isn't a worst unit in Renegade. They all do exactly what their guns are supposed to do.

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The only truly useless character is any unit being used by a n00b.I will never understand how someone can buy a 1000 beacon, and lon thier own barracks. Proof that drugs are bad.

---

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 19:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yea there are really no bad units, every unit does different things. It is only a bad unit if you cant use it or dont know how to quote: The only truly useless character is any unit being used by a n00b. True, True

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I absolutly hate n00bs with sedans except they're are almost impossible to use well even if you are experienced.

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the Mammoth Tank is the worst unit, for the price of one mammy plus 100 bucks u can buy 2 Medium Tanks which are twice as fast. even if mammys have engin support and dont die right away they give off MAD points to whoever is attacking them and its not very hard to miss a mammy from across the map with a hard-hitting Art.

---

Subject: worst units

Posted by [Anonymous](#) on Thu, 21 Nov 2002 23:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The grenadier is probably the worst unit I'll ever use. Cant figure out a use for it.

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 04:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yep Id say the grenadier isnt that usefull...

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 05:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I would have to say the chameleon. I mean, the thing has no weaponry, and doesn't live up to it's

---

name. It's basically a really flat apc, that only holds one person. (I think)

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 06:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by rebooting:The grenadier is probably the worst unit I'll ever use. Cant figure out a use for it.the grenadier is great for gaining points.eaxample:on volcano in the balcony u can hit ref or pp for around 8 points a shotand a grenadier can kill a harv by himself, how many other free guys can do that?

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 07:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I would not use the term worst, but the least effective units are the reg and the shotgun tropper.After the c4 they do the least damage to buildings,unless you can somehow make the best of the situation i.e. killing lots of ppl or takin a tank. Your useless. At least with other units you can cause more damage to the enemy buildings.I guess this sort of says the officer is krapy too...

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 09:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Regular and Shotgun units are among my favourite units. I can inflict a large amount of kills at no cost. As soon as I hit 500, I'm deadeye, and then more death commences.

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 10:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I rarely use Sydney, Officer and the Bazooka inf. And I never used Shotgun.

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 11:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

GDI: I hate the normal Syndney and Mammoths.(Patch is cool when i am playing as him.. but against him i hate him!!!!!! I can never kill that b@astard!)

---

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 11:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oops pressed post by mistake. Anyway.Nod: I like all their tanks. But infantry i don't like the Chem trooper.

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 13:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by KIRBY098:I would have to say the chameleon. I mean, the thing has no weaponry, and doesn't live up to it's name. It's basically a really flat apc, that only holds one person. (I think)There are really good points about it though...1. Flat making it harder to hit2. better armor/health then Nods regular APC3. Can turn on a dime, making it easier to crush infantry

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I don't consider the chamaeleon as a normal part of renegade...

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 18:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Me neither.

---

Subject: worst units

Posted by [Anonymous](#) on Fri, 22 Nov 2002 20:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i belive it holds 2 ppl since i told this one guy to get in he got by me and disapeared cause he got in i could c 2 smashed up names

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 03:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I cant really say but il go on how much i buy the units. The least favorite infantry for both sides is

---

probably the officer for me..it costs money and isnt all that good. Vehicle would have to be...for GDI the mammy and for Nod the APC. (sorry but it doesnt fit through the gaps on City\_Flying lol)

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 03:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I cant really say but il go on how much i buy the units. The least favorite infantry for both sides is probably the officer for me..it costs money and isnt all that good. Vehicle would have to be...for GDI the mammy and for Nod the APC. (sorry but it doesnt fit through the gaps on City\_Flying lol)

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 06:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i agree with Javaxcx, but instead of a Deadeye, i have a Black Hand Sniper. id have to say that the stealth tank and trooper are my worst units, ppl always sneak into bases wit stelths, but i think that is stupid. it requires more skill to get a nuke and sneak in with a non stelth unit.

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 07:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

your all just a bunch of n00bs if u use soldiers the best soldier u can buy is a patch it doesn't cost much but is strong also

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 08:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

By no means would I class a character as 'the worst' for everyone, but my least effective unit is bar the shotgun soldier. I have never been able to do much of anything with it.Mammy's are probably the most overrated in my eyes though, but by no means useless.

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 23 Nov 2002 18:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

chem wars are patch killers

---

---

Subject: worst units

Posted by [Anonymous](#) on Sun, 24 Nov 2002 08:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by jager852:your all just a bunch of n00bs if u use soldiers And your a fatass point leech who shells buildings. The machine gun officer sucks the most, a minigunner can defeat it 1on1 easily.

---

Subject: worst units

Posted by [Anonymous](#) on Sun, 24 Nov 2002 16:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Boris's AKM:i agree with Javacx, but instead of a Deadeye, i have a Black Hand Sniper. id have to say that the stealth tank and trooper are my worst units, ppl always sneak into bases wit stelths, but i think that is stupid. it requires more skill to get a nuke and sneak in with a non stelth unit. BHS goes hand-in-hand with Deadeye. You simply can't be on Nod all the time.I used to play as a SBH a long time ago, I still do periodically, but most of the time I are teh l33t snip0r

---

Subject: worst units

Posted by [Anonymous](#) on Sun, 24 Nov 2002 18:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I dont think any unit sucks. I have used every single unit in the game some time and its been good for me. Different situations call for different units.

---

Subject: worst units

Posted by [Anonymous](#) on Sun, 24 Nov 2002 18:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have no Least favorite unit or vechile... but i do think the Nod Oblisk is overrated, its actually nod that scary , yet many cower in fear... but think ppl, how mant targets can the ob shoot at once? so what happens if you rush it with infantry??? my point.

---

Subject: worst units

Posted by [Anonymous](#) on Mon, 25 Nov 2002 03:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Boris's AKM:id have to say that the stealth tank and trooper are my worst units, ppl always sneak into bases wit stelths, but i think that is stupid. it requires more skill to get a nuke and sneak in with a non stelth unit. Well, it is my firm belief that it isn't HOW you get into the base for nuking, but that you really REACH your target.

---

---

Subject: worst units

Posted by [Anonymous](#) on Mon, 25 Nov 2002 16:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Grenaders are excellent on Buildings and vehicles. Now the worst unit in my eyes? It'd have you be the shotgun trooper (even though it owns against groups). I like it alot, I use it alot, I kill wiht it alot. I just cant stand being him when I am chasing a reg soldier or any others. Come closer, and your pwned

---

Subject: worst units

Posted by [Anonymous](#) on Tue, 26 Nov 2002 00:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The Grenadier as awesome! Some n00b became a Sakura, and I wasn't kit at all. I killed that sucker. BTW, headshot with grenade is kill. I get plenty of kills that way. The splash damage covers your retreat. GRENADIERS ARE AWESOME!

---

Subject: worst units

Posted by [Anonymous](#) on Tue, 26 Nov 2002 05:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The shotgunner really 0wnz on, say, Field, when there are high class units in the tunnels. Just jump in, shoot around while jumping, kill/damage one, die, repeat 5 times I think the worst might be the Nod Rocket Soldier Officer. It's ROF is terrible, and the rockets are so sloooooooooooooooooow every tank or infantry can dodge them.

---

Subject: worst units

Posted by [Anonymous](#) on Sat, 07 Dec 2002 04:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

its got to be the officier i NEVER use it and tanks id say it have to b for GDI the pickup truck (its same as sedan but sedan is faster for same cost) and for nod the buggy i never use it (same goes 4 the GDI humm-vee but pickup truck is worse)

---

Subject: worst units

Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The worst unit ever is: the mammy. Pitfully slow. Too Expensive. I can kill one with a LCG. Has no turning ability. You can rack up major points by hitting one. The only thing its good for is base defense. Even still you can just take a flame tank and smash right into it and kill it. Best Inf unit? Depends what map your in. In field, I think Mobius rules the tunnels. I've gotten like 40 kills before

---

dying, just by wiping out whoever dared enter. Plus they can hit the Air for points and damage. Its also kind of funny that 2 or 3 gernaders can take out the airstrip in that map if no ones repairing it. Even one can take it down to half health.....

---

---

Subject: worst units

Posted by [Anonymous](#) on Wed, 18 Dec 2002 19:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mammoth tanks rule

---

---

Subject: worst units

Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Mammoth tanks are inferior.Nothing hurts worse than watching a free flamethrower melting your 1500 tank while you watch helplessly being to slow to run over him.Give me a med tank any day!Infact, I have taken on captured Mammys with a med tank. Meds are actualy fast enough to dodge shells if youre good.

---