Subject: Worst character?
Posted by flyingfox on Thu, 16 Sep 2004 20:11:38 GMT
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dude, if you get headshots with a flamethrower, close range.. the damage is hard.

only thing is, while attacking with a flamethrower your opponent'll probably retreat. you have to keep up with him, and against say, a ramjetter, you'll probably die by either running in a straight line at him or strafing and letting him evade your flame range to the point of negligable damage. the key to him is surprise and headshots. if you surprise a prone sniper, you'll get him to at least half health before he reacts. it's all about dynamics in the game. the job would be harder if nobody had any lag. your opponent's notice time of being attacked by you is delayed a bit, giving you time to deal more damage.

as for the tib sydney, surprise doesn't even work.. it's one of the game's secrets of challenge. you'll notice few people bring themselves to use her, and would rather use easy shooting units. then again, why pay $150 for something when you can do an easier job with $0?