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Subject: Re: Favorite character?

Posted by [Nukelt15](#) on Tue, 11 Mar 2008 21:38:20 GMT

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I always loved playing either anti-vehicle or engineer classes, so my favorites would have to be PIC Sydney/Raveshaw and Hotwire/Technician. The former because they excel at shoot-and-cover tactics even against vehicles which typically make mincemeat of infantry; as awesome as LCGs and VARs are they require constant exposure to return fire in order to actually do appreciable damage, while PIC/Railgun doesn't. The latter because of pure utility- like Spooky said, there just isn't another class as useful as they are. Engineers, lower or upper tier, are the lifeblood of a successful team- and I've happily ridden them to third, second, or even MVP quite a good number of times.

I've got a soft spot for TAR Sydney, also- I don't know whether it's my love for playing the underdog or just that my aim sucks badly enough that I need the splash damage (sometimes I do), but I enjoy using her for base defense and skirmishing. The TAR is pretty handy for clearing SBH hiding spots so that the wrench-monkeys can get in and disarm nasty things, and sometimes the damage-over-time effect of the Tiberium can make people itchy about getting to cover when they'd otherwise be blowing your head off.

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