
Subject: pairs... your choices
Posted by [gufu](#) on Sat, 07 Jan 2006 23:55:25 GMT
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Choose two character which would make perfect team...

Subject: Re: pairs... your choices
Posted by [Goztow](#) on Sat, 07 Jan 2006 23:58:44 GMT
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I think doctor Sidney and Havoc would make a nice couple. Their kids could become Hadney's

Subject: Re: pairs... your choices
Posted by [runewood](#) on Sun, 08 Jan 2006 04:24:33 GMT
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Hottie and Sidney.

Subject: Re: pairs... your choices
Posted by [Lijitsu](#) on Sun, 08 Jan 2006 11:13:04 GMT
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Deadeye and Hotwire. While Deadeye handles the infantry, Hotwire handles the vehicles and buildings. Plus, snipers are great distractions for tanks.

Subject: Re: pairs... your choices
Posted by [Dave Mason](#) on Sun, 08 Jan 2006 13:10:47 GMT
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To the two morons, he was on about tactics not some sad peverted idea of computer game couples.

Subject: Re: pairs... your choices
Posted by [gufu](#) on Sun, 08 Jan 2006 19:31:05 GMT
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Sakura+revenshow or mendoza

Subject: Re: pairs... your choices
Posted by [SCOTT9](#) on Tue, 10 Jan 2006 17:38:41 GMT
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deadeye and patch deadeye is good for cover while patch can kill infantry in a few headshots

Subject: Re: pairs... your choices
Posted by [xtaro](#) on Tue, 10 Jan 2006 18:13:43 GMT
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An oft forgotten pair, Ravishaw and Mr sbh, Rav shoots at armour and when the poor n00b inevitably tries to repair on the field, sbh grabs tank and squishes the little shit.

Subject: Re: pairs... your choices
Posted by [JeepRubi](#) on Wed, 11 Jan 2006 13:21:52 GMT
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Sbh + Tech, the sbh kills the tech and takes his stuff. Then, you have an invisible technician, good for infiltrating bases and sneaking up on people.

Subject: Re: pairs... your choices
Posted by [Sniper_De7](#) on Wed, 11 Jan 2006 15:16:45 GMT
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A med tank and a med tank, or an arty and a light. Because I don't promote people buying infantry instead of vehicles

Subject: Re: pairs... your choices
Posted by [mrpirate](#) on Wed, 11 Jan 2006 19:44:11 GMT
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I don't promote your face.

Subject: Re: pairs... your choices
Posted by [MrWiggles](#) on Thu, 12 Jan 2006 18:38:46 GMT
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for infantry, hottie + hottie. if you have a good pistol, youll be fine. plus they can repair each other real fast. for tanks, id have to agree with de7.

Subject: Re: pairs... your choices
Posted by [CackBoy26](#) on Sat, 21 Jan 2006 20:47:28 GMT
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two gunners are fun

Subject: Re: pairs... your choices
Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 21:21:47 GMT
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I think there was this one game where I was a Sydney(not a Sydney 2) and someone else was a Gunner and together we defended the base from vehicles and tunnel-dwellers. Of course, in terms of sheer effing power, one time on Field, a pair of Dr. Mobius units entirely björked Nod.(Particularly me. God damned lag-kills...) As for GDI-side vehicles, I'd say a pair of Medium Tanks. It's not very original, but it works.

On Nod side, though... How about a Chem Sprayer and a Black Hand Laser Chaingunner? In sheer terms of damage, those two can obliterate a lot of crap. Vehicles and infantry.(But mostly vehicles.) And speaking of vehicles... Not much can top a good dual Stealth Tank run.(Mind you, I said "good". Obviously, if even one of the two go in full throttle and get spotted, everything's farked.)

Subject: Re: pairs... your choices
Posted by [Renerage](#) on Wed, 01 Feb 2006 23:45:00 GMT
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Deadeye and Mobius

Why?

Snipe the fucking techs while mobius shreds the tanks top pieces.

On Nod,

RaveShaw and SBH

Same thing, cept, Raveshaw fucks up the tanks, the SBH robs it.
Imao good times.

Tanks, I would say two flames in low number games for Nod
A APC and Med for GDI, Infantry and Tanks, or tanks. These two can shred them both. APC does little damage, but 297 bullets and 10 tank shells later, your pretty shredded.
