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Subject: Five Classes of Players - and how they work together.

Posted by [-Tech-](#) on Sat, 03 May 2003 03:11:10 GMT

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Hear hear.

I've played as all of the above at least once, but I'd have to say I'm normally an Engineer in a Medium/Light Tank. Only time I run away is when there was no point in staying; either the rest had plenty of support or there there WAS no "rest"

I'm usually in my Apache/Orca defending my base on Flying maps - they work REALLY well there because their main weakness - low armor - is negated by the fact that the attacking force is concentrating on more important targets like buildings.

Regardless, unless I'm REALLY in a hurry to get back to the front, I'll be an Engineer/Tech whenever I'm in a vehicle.

As for teamwork, I cannot agree more. I've seen a well-co-ordinated GDI team cripple a rag-tag Nod base within the first five minutes of the game. Hell, I've watched it from both sides.

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