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

Posted by [-Tech-](#) on Mon, 05 May 2003 04:43:34 GMT

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Every player is unique. I've been playing FPS games since the days of DOOM and Duke Nukem 3D and I still can't aim, evade, snipe or hide worth crap. I'm just not a grunt.

But tanks... well they're a different story hehe. I do well in vehicles. Wether it's driving the APC on rushes and extractions, moving with the front line in a Medium Tank or priving fire support with anything from a Hum-vee to an Apache, I like racking up the points. Gotta love the power at my fingertips!

And yes, ALWAYS with an Engineer/Tech.

Ah, for the roar of a Mobile Artillery...

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