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

Posted by [HTDana](#) on Mon, 05 May 2003 16:55:34 GMT

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This is an interesting topic...

Good calls, L3f7H4nd3d and Reptokill. If my team needs me to repair a building, I'd better be ready to get an engineer. If I'm on Nod and GDI has people who are carelessly repairing empty tanks in the field, it may be good for us to steal a few tanks. It just depends upon the game, the map and the circumstances.

About the only thing I don't do is snipe: between playing 98% of the time on a no-sniper server and having poor sniping skills in general, I do more for my team by doing other things. Besides, having seen some really good snipers outside of hitech2k, I'd almost be better off giving the other team tanks than playing as a sniper. Just let me repair or drive a tank, or set off mines at the PP door...anything to give us the best chance to win.

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