Subject: You guys got any 'Support Character' tips?
Posted by -Tech- on Tue, 05 Aug 2003 03:25:08 GMT
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1) DO NOT get out of your vehicle to repair it unless you feel COMPLETELY safe, IE in your own base.

2) You only get 30 proximity mines (Tech, Hotwire), use them wisely, and make sure no one else is pulling mining duty too.

3) On maps with base defenses, concentrate your mines on entrances facing away from the defenses, like the back of the power plant on C&C_Under.

4) Practice with your pistol! It's more useful than many think, and you'll be using it a lot.

5) There are few things a vehicle force likes to see better than and Engineer class character run up and start repairing damaged vehicles. Wether on the attack or defense, its a great way to make friends.

6) As with all infantry, MOVE! Don't stay still - you and the vehicle you are keeping alive could be all that's standing between an attacking force and your base. If you're picked off by a sniper, then prepare to take a beating.

7) The primary offensive tactic with this class is the APC/Transport Helo rush. Load up, drive to a structure entrance, and mine the MCT. A very efficient method of attack, and can be done early in the game with Buggies or Humvees if you want. Driving skill is a must!

As for other support-class characters... I suppose it depends on your definition of support. I don't think there are any really. Snipers are good against aircraft, light-armored vehicles and infantry but nearly useless against tanks... thats the only character I would really classify as "support", since they're usually off in a hiding spot somewhere instead of in with the main force.

But, if you want a class to stick with, then the Support guys are always good. Their offensive capabilities are unconventional to say the least, but used right they can bring bases down.