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

Posted by [StoneRook](#) on Sat, 03 May 2003 03:03:37 GMT

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One -

Tank Heros - there the players that jump into a vehicle and just whale on enemy buildings and vehicles.

They are very important to the team as they pin down and destroy the enemy and thier base.

The better ones will always jump in as a engineer or Tech/Hottie - and will stay with the pack to help repair if their ride is smoked. (until death)

(the lamers run away - and get a new vehicle - and they are the ones that usually bitch if the other classes lose a friendly building (funny - they let an enemy pass because their concentrating on hitting a building that has 12 engies repairing it)

Base Defenders (BDer's) - These dedicated folk stay in base to help defend it from the mad rushes of the enemy. They forsake alot of points in order to win in the end.

Usually a Hottie or Techie - they mine/repair and buy vehicles for the team.

A good mix is to have some vehicle killing people running around in base to kill the enemy that makes it in past the Tank Hero's.

(Mobies/Patches are very effective for GDI - where as Ravies/ChainLaser guys are for Nod)

Sappers - They are the ones that do the suicide missions - they jump into the fray to frag an enemy building or swarm over a incoming tank rush.

By themselves or in groups - their mission is clear - take as many enemies out when they get toasted...

Grunts - they are the guys on the field that run out with thier hand guns and wreck trouble on the enemy. Machinegunners, rocket guys - they all fall under this one -

The better ones stay in groups - as they know fire power is better when you have tons of it.

The cannon fodder are the ones that run out by themselves. Sometimes - they don't come back.

and finally -

Lone Wolves

They are the lone snipers - the PIC/VOLT/BOLT guys - who go out to kill, kill, kill.

The good ones are stationed to help support the team on the field - using their uber skills to tag that pesky flamethrower - gernaider running toward the tank pack. They also will pack up -

knowing a hail of PIC fire will kill most rushes

The bad ones are just interested in kills - and will run away if their position becomes dangerous.

All together - these groups will work together to win the game - because that is the only thing that matters - that you team wins....

Good players are team players - bad players should go fish....

(Edited for the sniper class - they should be seperate - my apologies for the mistake (was in the cups last night))

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

Posted by [Javaxcx](#) on Sat, 03 May 2003 03:07:50 GMT

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Cannon fodder? Thats quite debatable if you're a good enough sniper.  
Just a little edit in here...

I almost always go off on my own. I can't really be bothered to help out a public team unless I want to. I play online in my servers for sniping, because I'm good at it. I also end up with least or no deaths, and most kills. As a sniper, many can relate.

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

Posted by [warranto](#) on Sat, 03 May 2003 04:02:13 GMT

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well I suck in tanks, so I stay away from them... I usually call on wth whats needed most, so I'll be either a tech/hotwire, a tank buster or a sniper depeing on whats needed most at the moment. And I can safely say that I'm great at them all.

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

Posted by [Bassoonboy](#) on Sat, 03 May 2003 14:35:06 GMT

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Tank Heros all the way! Stank, Light tank, Med, all the same. Except mammys are too slow to be effective. I like to go back and forth while shooting the crap out of enemy tanks and buildings.

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

Posted by [maytridy](#) on Sat, 03 May 2003 18:43:49 GMT

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I agree. I gotta say, I'm probably a mix of a sapper and a tank hero.

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

Posted by [reptokill](#) on Sat, 03 May 2003 22:17:39 GMT

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Started as tank guy, turned into a sapper and have lately been practicing sniping... depends on the map too, good players will evolve through these functions adapting to the circumstances in the game... I have also spent a lot of games as base defender because no one else wants to be bothered with it... I guess you just do whatever is best for the team instead of thinking you are too good for a particular role...

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

Posted by [L3f7H4nd3d](#) on Sun, 04 May 2003 02:42:11 GMT

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I do all of them as necessary. If I see one of those positions not being filled on my team and have the credits, i'll hop to it right away.

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

Posted by [Afromn96](#) on Mon, 05 May 2003 03:21:21 GMT

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im whatever is needed 2 get the job done  
:gdi:

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Subject: Five Classes of Players - and how they work together.  
Posted by [Founder of YASA](#) on Mon, 05 May 2003 04:09:45 GMT  
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I do all sort of jobs from repairing to tank assults and from tank rush to lone SBH nukers. Cannot really tell which type I am. Once thing I have to admit that I am not good at sniping.

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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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Subject: Five Classes of Players - and how they work together.  
Posted by [st4wker](#) on Mon, 05 May 2003 04:44:45 GMT  
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I play as all of them every day, mostly depending on my funds(credits, money, \$\$\$\$\$)depending on where my team need the help, but i prefer to snipe over all the rest.

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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

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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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Subject: Ignorance in life is bliss, in Renegade its death.

Posted by [TheTrueArcane626](#) on Wed, 07 May 2003 03:01:23 GMT

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I can not agree with StoneRook enough about how important it is to work as a team. Who cares if your tank or MRLS or ARTY gets waxed by the enemy, come to expect it. If thier are friendlies there on the field with you fight to the death to help them.

Each role outlined is pretty much how the game runs and it is importnat to have at least one of each of the last two. Those lone wolves have a habit of saving the Tank Rushers when thier rides go Boom.

Overall though two things should be added.

First another class. The Beacon rushers. Yes, these are the elite few as either SBH/Mendoza's for Nod or Patches/Moby's for GDI that give thier lives and a healthy chunk of change to bring those long lasting games to a close. These are the folks that make the difference in close games and take as much skill to use as a Sniper or effienct tank pilot.

Secondly, KNOW WHATS IMPORTANT. I can't count all the times some \$500-\$1000 unit screams thier head off jamming the comm to "REPAIR BUILDING" when they could easily switch class to do so themselves. Listen, if you know that the difference between keeping a building online is simply one quick Techie/Hottie switch and take the loss. Chances are in the long run it will pay off in both cash and points.

As always, I and any truly skilled wait eagerly for the 20th.

Long live the Republic. :twisted:

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

Posted by [kawolsky](#) on Sun, 01 Jun 2003 15:38:54 GMT

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IM A LONE WOLVE

GRRR.....

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

Posted by [asdfg195](#) on Wed, 11 Jun 2003 00:24:37 GMT

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I do what needs to be done. If it's canyon and Nod arty is shooting through the hole in the wall, i get my deadeye or havoc and release my fury upon them. Great for getting headshots on engineers/techs. If they are rushing with tanks, i get mobius/mendoza or rav/pic. But not all grunts are cannon fodder. I can usually take out a med tank with bh w/ lcg 1 on 1. But usually I play as a lone wolf sniper and get a good amount of kills and points.

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

Posted by [C4Kitty](#) on Thu, 12 Jun 2003 09:17:06 GMT

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what about the sky aces?

or what about the people who do everything?.... are they a Jack of all Trades??? or Jane of all Trades..... in my case.....

How about the people in apc's that go out to kill enemy units or expose the nasty Stealthers... are they the Hail Storm Troopers? since they can rain down a hail of bullets exposing those who hide out in the open?.....

I dunno you're leaving out a lot of forms of players....

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

Posted by [Majiin Vegeta](#) on Thu, 12 Jun 2003 11:25:06 GMT

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bloody hell that was good thnx

i like the tank hero's..you nailed them on the head there :rolleyes:

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