Subject: You guys got any 'Support Character' tips?
Posted by MasterShake on Tue, 05 Aug 2003 02:24:45 GMT
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Which classes are considered support? I know the engineers and hotwire/technician, but are there any others?

and think some of you guys could share some tactics for these support classes? I am still on the hunt for a class to play (i don't like switching around all the time...i like to pick one class and try to stick with it as much as possible).

and btw, just a random question..

wtf is a 'Harvey'?

Subject: You guys got any 'Support Character' tips?
Posted by warranto on Tue, 05 Aug 2003 02:31:07 GMT
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the 'harvy' is the shortened word for the harvester. The vehicle that collects the tiberium.

Subject: Re: You guys got any 'Support Character' tips?
Posted by kopaka649 on Tue, 05 Aug 2003 02:33:04 GMT
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Snipers can be very useful for support in a tank war to take out the enemy's support. Also it isn't wise to stick to one charactor class, if you want do do that, choose map-specific guys.
A 'harvy' is a Harvester

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.

Subject: You guys got any 'Support Character' tips?
Posted by John Shaft Jr. on Tue, 05 Aug 2003 04:16:07 GMT
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Ummmm... he asked for support character tips. Not tactics. But those are some good tactics to always use though.

Well there are alot of things in the game that can be used for support. He is some of the things I used for support.

If you're a engineer and you have enough to buy a Hotwire or Tech, buy one. They have a faster rate of repair and get proxy mines. Also when you buy a hotwire or Tech, make sure you get a refill at the PT. Cause when you buy a Hotwire or Tech you only get 5 proxt mine instead of 6. So you get a refill so you get all six of them.

This is a great support strategy when on maps like C&C_Field and C&C_Under. When your team has the field with tanks and are pounding the crap out of the other team, become a Hotwire or Tech and run out in the field to heal your teammates tanks so they can stay out there longer. As long as you control the field you can control the points. This is a good way to control the field by being a field Tech, Field Hotwire, or even a Field engineer and healing your teams tanks so they can stay out there longer pounding the other team.

Also if you are on the opposite side of the pounding and are stuck in base its also very good to keep healing your tanks that are defending your base. Sometimes you can easily turn the tide of the battle and take back control of the field. But don't stray too far from your base cause sometimes the enemy can attack your base and cause some damage. So learn how to run back and forth healing both your tanks and your base.

Now support with vechiles. Well to me to give great support to tanks is to use Artillery. Usllay on maps like C&C_Field, in the beginning when the game starts, someone will buy a meduim tank or a Light tank and I'll go buy a MRLS/Moblie Artillery. The tank will go out on the field and I will help out the Tank with Artillery support unil more people buy tanks. Artillery is a great way to give support to tanks that are out on the field.

Also on flying maps, Orca/Apache helicopters also are a great way to support vechiles. If you are a very good pilot you can help out your teammates tanks take out other tanks. You can take out tanks easily with a Orca/Apache if done right. Just have to watch out for snipers.

Also if you wanna give support and do not feel like healing or using vehicles and want to use infantryIf your team has tanks out int he field and you want to scout and give good support with infantry if you are on GDI, I recommend Mobuis or Sydney with Personal Ion Canon (PIC). They both are very good at spotting Stealth Tanks (Stank) and are very good at taking them out. And they give great support for your tanks out there one the field. If you are on Nod, Raveshaw or Stealth Black Hand (SBH). With SBH you can easily run up on Meduims tanks and put your timed C4 on the tanks (Which does alot of damage to them when it explodes). Raveshaw is also very good for supports your tanks. A light tank combined with two to three raveshaws can easily owned the field.

Snipers are very good for support. Snipers can get rid of Engineers/Hotwires/Techs that are out on the field healing tanks. Killing them off will probaly give your team a chance to regina the field of battle. Also Snipers are good at killing off High priced Infantry and getting rid of Orcas and Apache helicopters.

Subject: You guys got any 'Support Character' tips?
Posted by Archcasp on Tue, 05 Aug 2003 08:25:41 GMT
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Support. Like said above. im just going to highlight some tip and points made here. Ive been playing nearly as long as the game a has been out. We need more techs/hotties. Because many people just want to point "whore" instead of making sure you win. Repairing is the keypoint of the game. Hotties/techs are better then engis in this area. Mines are the best weapon in protecting a base, u only get 30. Make sure u ask and count, and usally 4 or 5 per point no more, any least ur risking.

Another good and overly used support unit is the sniper. He is ur buddy in the back. (the char im known for). He is perfect as Nod. If you are placeing a nuke, have a sniper (or team) cover you to pick off hotties/techs etc. its funny to see them say "aimbot, cheater, etc etc and cry about it". Another great thing to, when a drive gets out of a vehicle... kill them and steal it, I once stole 5 stanks in one game... can you say we tip the odds?

Great support for tanks is a PIC or Rave. Same power as a Havoc/sak. But very good to take out ant vehicle that may stand a pain in the ass. They are the prefect base def in my option. If you a good aim, say good bye to anything within time.. and remember always lead your target I cant stress that enough.

If you want a support vehicle. Any time you can get a orca.. it is perfect for taking out stanks, and others flying vehicles. Not so good vs tanks and flamers. But you will own any stank and art that comes ur way.. buggys dont even have a chance.. The best flying map for this is City_Flying.

Some helpful tips in attacking MCT:

Never go by urself unless you know you going to get it. And if u have time, place mines around ur time c4, i know they get points, but trust me. I was in hand, and places mines where u you spawn back, killed as soon as u spawn.. spawn kill I know, but they never get back in time. Remote c4 is your friend, and place at least one c4 under the MCT, 90% of the time they dont check... its funny 30 secs later "boink X 6"

If you need anymore help let me know im full of useless info

Subject: You guys got any 'Support Character' tips?
Posted by Delta Xvii on Wed, 13 Aug 2003 18:05:18 GMT
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Anti-Armor infantry supporting armored rushes. I love it how a laser-chain gunner can draw so much attention to himself when fighting against Medium tanks and MLRS .

Subject: You guys got any 'Support Character' tips?
Posted by KIRBY098 on Thu, 14 Aug 2003 13:29:59 GMT
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Contrary to popular belief, the Atrillery on Nod is NOT an assault unit. It should be used like real artillery units are. In the rear, with the gear, and firing OVER the tanks on your team. This will effectivly double your suppresive firepower, and allow the arty to perform it's function using it's strength: Distance, and firepower.

Subject: You guys got any 'Support Character' tips?
Posted by Delta Xvii on Fri, 15 Aug 2003 18:10:45 GMT
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Too true, everytime I go to C&C_Field, I see three artilleries and one light tank. All three of 'em are sitting on the front lines, just outta range of the base defenses around the corner. Its stupid, and the same goes for the MRLS as well.

Patch is good for close quarters combat, espesially if you don't want to get tiberium poisoning. Use him to take out basic soldiers, like engineers, and if you want something to rival SBH attacks.