
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))
