
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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- Tech-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.

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/Moblle 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.
