

# Support Playstyle Navigator by GeneralX

## Type 1 - Opportunistic Pubstar

**Personality and Motives:** Personality and Motives: His primary motivation is to carefully craft an external image of himself. He derives satisfaction from engaging in the same style of play across thousands of games without experiencing boredom. This consistency can manifest in various forms, such as favoring specific game modes like domination, particular maps like seaside, or specialized setups like 8v8 or 4v4 match modes. In every case, this player is keen on standing out in a niche environment. He gladly asserts that his chosen niche is unparalleled and surpasses all others in terms of significance and competitiveness.

Advocating Tactical Aid Points (TA) as the foremost factor, he typically prefers solo play, concentrating on scoring, TA generation, and repairs. He exhibits a strong inclination toward risk aversion and a heightened focus on rewards. Much of his discussions and actions revolve around these themes. He portrays himself, or allows others to portray him, as the game's premier player and often maintains a prominent position on leaderboards or other highly visible, public rankings. This leads to an influx of TA from other players, usually less skilled, until he accumulates a critical mass of TA, making him more influential, if not always efficient.

He enjoys surrounding himself with lukewarm personalities, refining his approach as an easy-to-interact-with, warm-hearted, and generous savior figure. Behind the scenes, he exerts control and lashes out on his underlings when deemed necessary. For him, the primary focus lies in his own luster. Manipulating others to serve as his references, well aware that his shine can only be appreciated in comparison to weaker players, constitutes his daily routine.

**Actions:** A Pubstar is willing to sacrifice a team win for his personal score and glory. Most importantly, he aims to prevent others from exposing him as unskilled. He prefers extended games with somewhat balanced but not equal teams. Pubstars are very selective about the game's frame conditions and seek equilibrium-type games, but only join them when they believe it presents an opportunity for them to shine.

They enjoy being the TA (Tactical Aid) bank, openly receiving TA and sharing them only when it can boost their score or allow them to shine at some point in the future. Occasionally, they assist other Pubstars with the expectation of reciprocation. Their TA usage primarily focuses on eliminating units and generating score but rarely includes recons or drops as Support. They tend to label anything (openly or secretly) that cannot directly benefit them as useless. They feel most comfortable with either one heavy artillery unit or two medium artillery units, a repair tank, and two heavy anti-aircraft units (HAAs). Usually, they never spawn a full AA setup and always incorporate repairs and/or artillery. Even in situations where a significant anti-aircraft presence is needed, they do not see the necessity to exclude repairs, as repairs are a core part of their identity. Similar situations occur with Medium Anti-Air units (MAAs). While MAAs provide more capping power and map-wide presence, they do not rank as highly as HAAs and are more vulnerable. Every fiber of their being rejects the usage of Medium Anti-Air units as a complement to HAAs. Big TA, big units for big players.

**Strengths:** In general, the Pubstar demonstrates commendable micro skills and a sharp sense of map awareness. One notable forte lies in his capacity to draw other Pubstars to his team, forging a unified group grounded in shared values, whether it be self-presentation or niche gaming.

**Weaknesses:** Despite a firm stance on Tactical Aid (TA) usage, the Pubstar struggles with efficiency in TA selection, placement, and timing. He tends to reserve a substantial portion of his TA for larger strikes, such as Heavy Air Strikes, Carpets, and Nukes, while rarely deploying smaller TAs like light artillery, tank busters, or cluster bombs. Missing is harder with bigger TA strikes, underscoring their risk-reward preferences. The risk aversion and inclination towards larger strikes limit the Pubstar's capabilities, as he is unwilling to engage in the numerous feedback loops associated with smaller TA usage. This preference allows him to remain content with a few moderate, big strikes and preserve his Pubstar identity.

**Statistics:** Often, Pubstars exhibit high fortification scores, substantial repair scores, or TA damage scores, but these are seldom paralleled by high enemy damage scores when playing Support. In games with evenly matched teams, they typically secure the top position on the score board, with a notable gap separating them from other players. \*See score board from Hometown matchmode with Majestix, last page. Their TA damage score tends to be the highest. In general, if you encounter polished statistics marked by high average scores, impressive win/loss ratios, or exceptionally positive kill/death ratios with a substantial number of games played, you are likely dealing with a Pubstar. While Pubstars often lean towards Support and Air roles, these are typical but not exclusive preferences. Infantry-only players can also exhibit a strong Pubstar trait predominance, frequently confusing unit count with skill.

## Type 2 – Repetitive Spawn Sitter

**Personality and Motives:** The "Spawn Sitter" player type exhibits repetitive and linear gameplay behavior, distinguishing him from a Pubstar who focuses more on creating beneficial frame conditions before the game begins. Unlike Pubstars, Spawn Sitters do not typically gather a fan club.

As the name implies, the Spawn Sitter prioritizes routine and safety. He positions his units close to the native spawn zone, avoiding overextension for personal protection. Unit safety takes precedence over his score. The loss of units is deemed critical, and they prioritize ranking up units regardless of the game situation or team needs.

A predetermined set of conditions must be met before Spawn Sitters fully engage with the game and the team. They are willing to wait up to 20 minutes to fulfill their checklist of personal conditions. This player can be quite stubborn and adopts a base-building game mentality, which contrasts with the Real-Time Tactics and Resource-Free architecture of the game. Building home bases, resource management, and refining these processes are hallmarks of the Spawn Sitter's approach. His underlying mindset aligns with that of a Pubstar but has evolved into a Spawn Sitter. While the Pubstar is primarily concerned with score and TA generation, aiming to deprive opponents of TA while generating more TA relative to the opponent, the Spawn Sitter has a more structured and team-oriented approach.

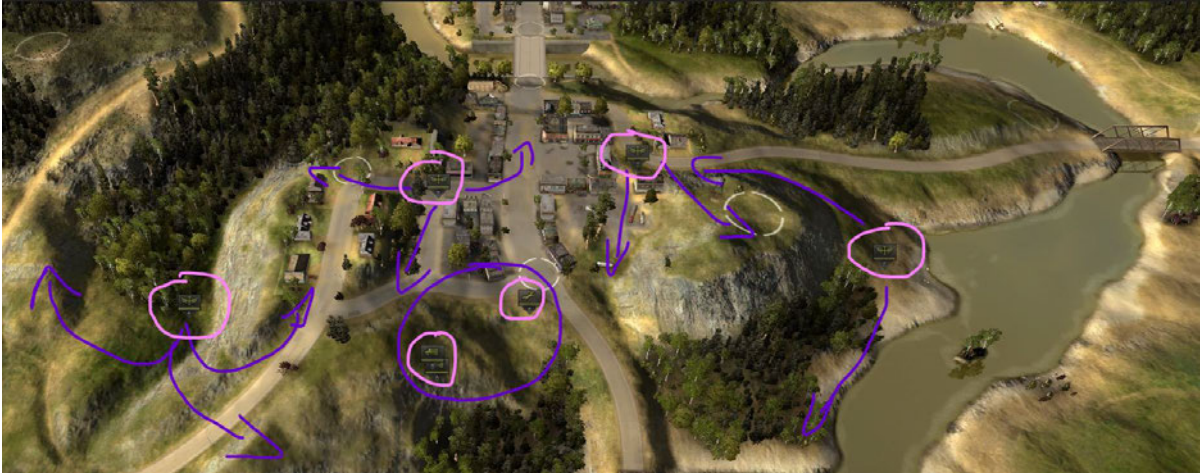
**Actions:** The Spawn Sitter consistently deploys early jeeps and unconditionally maintains one or two active repair tanks throughout the game. Jeeps are a core tool for the Spawn Sitter. Unlike Pubstars, Spawn Sitters understand the team's needs but often choose to prioritize personal preferences, habits, or convictions over critical situations. They tend to retreat and maneuver within the safer spawn area, which means their units are often the last to be eliminated. They enjoy interfering with opposing Spawn Sitters and repairing units, as this directly supports their base strategy of resource management. If the Spawn Sitter reaps the rewards of his dedicated approach, he is willing to share the remnants with the team.

**Strengths:** The key strength of the Spawn Sitter lies in unit availability within the safe zone for repairs and collective spawn sitting. Spawn Sitters synergize well with other Spawn Sitters, building a strong defense with a filled TA bank account and ranked units. However, they may face challenging situations if their backs are turned against their spawn in a 90/10 domination scenario. A Spawn Sitter-focused team may lose slowly but steadily. Nonetheless, a network of stability can be advantageous in very turbulent games. Spawn Sitters share their TA last, and they usually have a surplus of TA. In critical moments, their TA can help overcome difficult situations. Whereas a Pubstar would rarely give away his TA and accept the team loss readily. When Spawn Sitters witness their personal contributions to the team, their fixation on resource management is reinforced even more.

**Weaknesses:** The Spawn Sitter tends to be passive and avoids engaging in complex micro and decision-intensive situations. Consequently, he lacks the decisiveness and timing needed for effective TA strikes. Even if his base concept of generating more TA than his counterpart succeeds, he might struggle to leverage TA effectively. Spawn Sitters are also less likely to outplay forward-oriented players like the Selfless Kamikazes or Offensive Position Takers, who have better situational awareness and positioning. Spawn Sitters have limited capabilities in managing map-wide logistics in multiple areas, as these areas often exceed the size of the spawn zone. Opportunities may pass them by, as they adhere to their daily habits, disregarding external factors. You may frequently encounter situations where they have units in random places, still alive but without a clear purpose. Spawn Sitters have a limited understanding of the game but are often unaware of their limitations, adhering to their preferred playstyle.

**Statistics:** Spawn Sitters tend to score higher than their team members but not as high as Pubstars. Their gameplay style is more balanced, with fewer extreme peaks and highs. It's common for Pubstars to adopt the Spawn Sitter style to mitigate the impact of poor games on statistics. This approach reduces unit losses and increases kills at the cost of score. Spawn Sitters consistently score high in fortification and repair, with even lower TA damage scores than Pubstars. Additionally, Air is a common complementary role for this type of Support player, and these hybrid players often achieve very high kill/death ratios.

Typical Spawn Sitter in pink, team oriented but no dedicated tank consideration, moving patterns in purple



### Type 3 - Selfless Kamikaze

**Personality and Motives:** He is friendly, easy to work with, and consensus-oriented, but he can also be quite stubborn, holding strong values. These qualities are essential to endure the challenges associated with consistent and relentless teamwork efforts. In contrast to the Spawn Sitter, the Selfless Kamikaze not only understands the team's needs but also acts upon them consistently. This individual adheres to another core concept of WIC, which is teamwork—a concept that may seem odd to the Pubstar, Spawn Sitter, and even the Sniping Spider. This type of personality is exceedingly rare and is not motivated by seeking fame and glory but rather by a genuine, wholehearted passion for teamwork. Out of all playstyles, this one is a mandatory prerequisite to achieve excellence with Support and in the game. A modest, down-to-earth personality, along with an intrinsic drive, is required to gradually evolve beyond the level of the Sniping Spider. The Kamikaze may, at some point, exhaust his motivation, primarily because others may not share his virtues and may not be prepared to commit to the same degree of engagement on a daily basis.

However, when he manages to find lasting intrinsic motivation, he can enter and shape an entirely different realm, the Type 5 Support Style. Kamikazes skip the Sniping Spider if they manage to grow. The growth path from a Pubstar to a Sniping Spider is more generic and visible than the journey from a Selfless Kamikaze to an Offensive Position Taker. The latter path demands a wealth of diverse experience, a comprehensive, seamless understanding of all roles (including the ability to excel in each of them), and/or external stimulation from other Offensive Position Takers.

Overall, Kamikazes often find themselves in situations where they feel like they cannot keep up with the Sniping Spiders. However, the dead end for Kamikazes is not as insurmountable as the one for Sniping Spiders. The Kamikaze's drive and actions lead to active involvement in various situations and increase their growth potential, provided they can overcome their stubbornness, face challenges, and repeatedly learn from their experiences.

**Actions:** He comprehends the fundamental concept of Support, which focuses on serving other players. Typically, he aligns with Armor players and instinctively trails any friendly Armor group on the map, offering unwavering Support. Additionally, he actively coordinates his spawns with the Armor player and generously shares most of his earned TA. From his perspective, it's more beneficial to share TA than to use them independently.

When playing alongside a Kamikaze-style Support with Armor, Support is not typically blamed for game losses, even if it performs poorly on a big scale of things. Instead, responsibility falls on Infantry or Air players. Kamikazes are reactive followers, particularly effective on narrow and small maps where options for unit deployment are limited. Selfless Kamikazes tend to die frequently but never alone, unlike Spawn Sitters and often Sniping Spiders. They are present in central areas but often find themselves losing their units. They possess an all-or-nothing mentality, resulting in either decisive victories or significant losses for their team, with few games ending in a balanced 50:50 outcome.

**Strengths:** His game impact is most present in higher player count matches, where more players compensate for his limited map-wide presence, or in hammering key focal areas. His situational positioning and micro-tactical skills surpass those of Pubstars, Spawn Sitters and match even the Sniping Spider. In addition, his TA management and utilization abilities outshine those of Sniping Spiders, even if appearing less prominent.

Sniping Spiders, in contrast, tend to favor larger TAs, do not actively engage in collaborative ground pushes, and often overcommit to A2A strikes. The Kamikaze Support excels during collective, concentrated pushes due to his forward-

thinking approach, as opposed to the defensive stance of a Spawn Sitter or the idle nature of a Sniping Spider. He is more adept at making reactive adjustments during pushes rather than proactively setting up widespread defenses. The Kamikaze Support frequently captures, decaptures, or attempts to prevent enemy captures with his Anti-Aircraft (AA) units. The term 'selfless' refers to the unconditional Support he provides to the Armor player, while 'Kamikaze' reflects his forward-oriented and overly reckless approach.

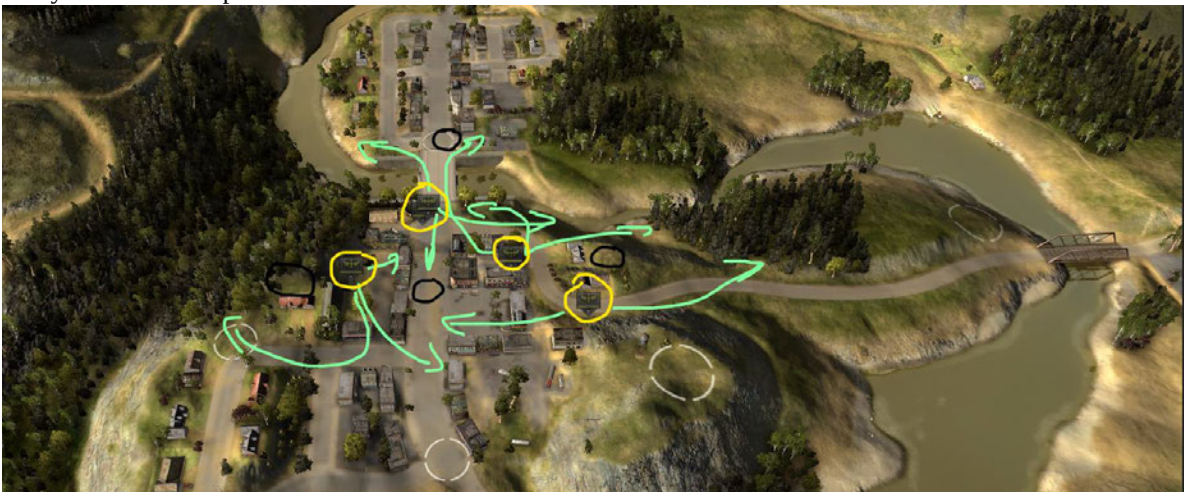
**Weaknesses:** He excels in group settings, seamlessly integrating with the team, but often lacks a distinct individual presence. His focus tends to be narrow, which may lead to a lack of broader strategic perspective. He prefers to divide the map into segments, where each player operates within his respective area, which can foster fragmented teamwork. Taking the initiative and actively shaping the course of the game is not his strong suit, as he lacks a deep understanding of the macro level. However, he does have some understanding of macro, unlike Pubstars or Spawn Sitters.

His micro-speed across the map is also limited, aligning with his limited macro understanding. However, he can deliver high-quality micro play within segmented micro zones. When he manages to improve his Armor play, this weakness may transform into a strength for both Armor and Support. He is more skilled at making reactive adjustments during ongoing pushes rather than independently and proactively setting up widespread defenses.

**Statistics:** His statistics are rather mediocre, with a slightly negative k/d (kill-to-death) ratio below 1. However, due to his appreciation for Armor gameplay, he can improve his k/d ratio by incorporating more Armor into his strategy. When he succeeds in doing so, he will likely boost his average number of kills, surpassing even the Pubstars. Nevertheless, because of his team-oriented approach, his death count tends to be higher than that of Pubstars, Spawn Sitters and Sniping Spiders. This type of player appears unconventional to all of them, as he prioritizes the team's success over personal risk and reward, as well as TA focus.

On the scoreboard, he typically ranks third and maintains a notably superior critical strike-to-TA spent ratio compared to Spawn Sitters and Sniping Spiders. However, he generally spends less TA per minute than others. Friendly Armor players achieve exceptionally high scores when Supported by the selfless Kamikaze. If you consistently see the Armor player at the top of the leaderboard and the overall performance of the players appears similar, there's a good chance that a Selfless Kamikaze, a player focused on team Support, is predominantly contributing to the team's success.

Typical Selfless Kamikaze pattern in yellow, tanks in black, moving patterns in green. The presence zone can shift but rarely includes multiple zones at the same time.



## Type 4 - The Sniping Spider

**Personality and Motives:** The Sniping Spider represents the next evolutionary step beyond the Pub Star and Spawn Sitter, offering a more refined but still somewhat self-centered style of play. While Sniping Spiders have shed many of the negative traits associated with Pubstars and Spawn Sitters, one trait remains dominantly apparent, and that's their independence from other players. Unlike Kamikazes, who are driven by teamwork, Sniping Spiders prioritize their individual performance.

They strive to excel in all circumstances and, as a result, still exhibit some Pubstar traits like self-care and a lack of team orientation, or Spawn Sitter traits like repetitiveness and a defensive mindset. However, they are genuinely interested in consistently winning games and have the skills to make that happen. Nevertheless, they are not prepared to engage in numerous growth loops that often involve enduring frustration and suffering. Their motivation doesn't waver as easily as that of Kamikazes, but they build a smaller quantity of long-term, gradual growth loops. In contrast, Kamikazes embrace more concentrated growth loops over a shorter time frame. Sniping Spiders may leave games early or choose to sit on the fence when their frustration tolerance is exceeded, whereas Kamikazes stay engaged until the end.

Sniping Spiders understand the theory of teamwork but, in practice, they try to cherry-pick the benefits while disregarding the drawbacks. This approach is quite similar to that of Opportunistic Pubstars, which is why this evolutionary step is evident and generic. It builds directly upon the virtues of Pubstars and Spawn Sitters, rather than those of Kamikazes.

Similar to a spider in nature, the Sniping Spider weaves its web alone, sits in solitude, captures prey alone, and does not genuinely integrate with other webs but positions its own web strategically in relation to others. In the context of WIC, the web comprises elements like vision, AA unit placement, and extended A2A strikes.

Placement is a static term, while positioning is dynamic. Therefore, the Sniping Spider must be patient, calm, and deliberate in his actions. This might explain why he avoids emotional, chaotic, dynamic engagements with uncertain variables and outcomes. Instead, he prefers to lurk in concealed spots, waiting for prey to inadvertently enter his web, providing him with a satisfying meal for himself. Sniping Spiders meticulously monitor every move made by potential prey and are ready to engage or trap any target within their nearly invisible AA network. In this analogy, the "flies" represent enemy Air units of all types. The Sniping Spider fixates on them and eagerly awaits the opportunity to ensnare them. The net cannot be constructed in low-traffic areas like spawn points, so the Sniping Spider requires a broader and more forward-looking playing concept, distinct from the typical Spawn Sitter. Not only does the spider surprise the prey but also overwhelms it with quick actions, wrapping it quickly with the threads.

**Actions:** Selective presence characterizes the approach of the Sniping Spider. He has a strong affinity for maintaining vision and take pleasure in catching opponents by surprise from his personal Anti-Air (AA) shelters. Naturally, Sniping Spiders possess extensive knowledge of many AA shelters on the map, position their Heavy Anti-Air (HAA) units more daringly, while still maintaining a primarily defensive approach.

Their self-defense strategy relies mainly on vision and thoughtfully chosen spots.

Additionally, the Sniping Spider maintains a well-organized spawn area with a good supply of repair units.

They prefer not to accompany the Armor player with their units but instead opt to remain at the spawn with their repair units or conceal themselves in multiple HAA locations across their self-defined personal movement boundaries. They will also happily repair their own HAA first and refrain from shooting enemy Air and protecting the Armor player upfront.

The Sniping Spider demonstrates a degree of paranoia when it comes to dealing with Anti-Tank (AT) Infantry in buildings and Infantry in crucial forests. As urban areas pose greater challenges for hiding, their concern regarding enemy vision in such settings is more significant compared to wooded areas. They promptly target AT-infested buildings and utilize substantial force, such as laser guided bombs or napalm strikes, to eliminate threats to their preferred hiding locations.

Most of their micromanagement centers around handling repair units and engaging in multiple situational micro-battles against enemy Air players. Unlike Kamikazes who willingly adapt to friendly ground units, follow them, or even take the lead as an Offensive Position Taker would do, these actions are not the primary tools in the Sniping Spider's repertoire. He is aware of these limitations and chooses to focus on one-on-one Support against Air threats, frequently employing A2As to maintain AA presence while pursuing other personally important objectives. AA unit movement is comparable to a Spawn Sitter.

In contrast to Kamikazes, who sometimes get lost between Armor and Support actions, applying Armor moves as Support and vice versa, the Sniping Spider does not encounter such issues and readily reminds both himself and others of role responsibilities as he sees them.

**Strengths:** In contrast to the Pubstar and the Spawn Sitter, the Sniping Spider places a greater emphasis on Anti-Air (AA) units while still maintaining some repair capability with jeeps and frequently one repair tank. The Sniping Spider has honed his skills in using smoke and retreat maneuvers, making decisions between scouting targets or heavy units, and determining the right timing for advancing or retreating with his AA units.

His individual solo micro is strong but isolated, much like the Kamikaze. However, his cooperative micro with peers is not as effective as that of Selfless Kamikazes, as the Sniping Spider prioritizes one-on-one engagements with enemy Air players over multilateral team engagement.

Sniping Spiders actively contribute to maintaining the vision grid and fully exploit it. While they are not always effective at countering enemy Air, they can be present when quick reactions are needed, mainly because they usually detect incoming Air threats. However, anticipating, planning, and proactively positioning AA units where they will be needed is not typically part of the Sniping Spider's strategy, as he is more inclined to put the AA units at the best hiding spots instead and circle around those spots, regardless where the Air is. A2A spam helps to deal with enemy heavy Air formations, and this type of player is also skilled at neutralizing enemy Air threats with his AAs, often by bringing down scout helicopters quickly.

The only form of team play you can expect, which doesn't revolve around solo engagements, is the use of TA strikes to Support or lead team pushes. These strikes usually consist of Heavy Air strikes, A2As, or something in that TA cost range, and they tend to be of medium size. Smaller or larger strikes are rare and dropping Infantry units is practically nonexistent, even if the need is dire. This distant deployment of TA resembles the risk-averse and independent nature of Fence Sitters.

**Weaknesses:** The Sniping Spider often doesn't feel obligated to serve the team and frequently finds reasons not to Support others, though he is still more useful than a Pubstar or a Spawn Sitter. Kamikazes focus more on friendly ground units, while Sniping Spiders concentrate on the skies and hostile units.

They have a broader map presence than the previous three player types but may struggle on larger maps, especially in open field areas. Unlike Kamikazes, they prefer not to Support pushes, and the further away their own units are from the action, the less responsibility they feel. At most, they might deploy one HAA unit as a satellite to a push, which is often insufficient. These players tend to express frustration with overly aggressive Armor players. Deviating from their preferred spider-net design is strongly disapproved of by them. They tend to be passive and slow to respond to changes, often ending up in comfortable positions rather than where they are needed. Successful sniper shots from concealed spots under the protection of vision go hand in hand with their comfort zone. However, don't expect the Sniping Spider to feel at ease or enthusiastic about storming an area as part of a larger team. Instead, the Spider prefers to construct a web of its own choosing in terms of location and size and supplement it with A2As.

Due to their static AA unit network, they are unable to effectively prevent enemy Air from hitting friendly units or thoroughly eliminate enemy Air after it has completed part of its mission. They are usually hesitant and idle when they should withdraw their AAs from shelters to form a denser network to combat enemy Air effectively. Their hiding spots often do not align with main battle areas around Command Points (CPs), which are often open field areas and harder to navigate for the passive Sniping Spider. Additionally, Sniping Spiders tend to overcommit on repairs as they need it to finance their A2A strikes. These two weaknesses lead them to rely even more on spamming A2As and cherry-picking engagements. They are not Supporters capable of adapting to any situation and propelling the team forward, regardless of the challenges they face. They seek events to occur in the way they prefer, but in many cases, WIC doesn't allow you to choose your obligations.

Sniping Spiders struggle on large maps, as their net becomes intolerably thin, and they lack the additional tools to compensate. As mentioned, because of their independence trait, they are often not where needed, as multilateral micro mistakes between Vision, Support and Armor are severely punished. Facing an opposing team with equal or better vision, as well as Air players who use recons, can be highly detrimental to Sniping Spiders. Alternating between blobbed Air and split Air formations that employ recons is an effective strategy against them. Smart Air players can use smart routing and alternating formation patterns to confuse Sniping Spiders. Even if Support sees the Air, clever Air players can reduce the chances of their blob being wiped or damaged by an A2A strike. The presence of vision and/or a skilled opposing Armor player and/or more efficient TA users can also be lethal to Sniping Spiders, as they Sniping Spiders aim for overkills or miss with their strikes, sometimes even worse at TA utilization than their distant ancestor, the Pubstar.

Sniping Spiders often have a lot of ranked HAAs in well-known forward positions, attracting tank busters, heavy artillery strikes, or reckless enemy tank initiatives, which greatly threaten their defensive HAA line.

**Statistics:** The Sniping Spider jumps between the first and second positions on the scoreboard, but when facing one or more of his kryptonite opponents, he can easily drop to third place. His repair score is lower than that of a Pubstar or



Spawn Sitter, while the enemy damage score is very high, and their TA damage score is somewhat high but not always the highest, as they lack priorities and efficiency in TA utilization. All their actions contribute to a better personal k/d ratio, with significantly more kills than the Spawn Sitter, at the cost of only slightly increased losses. This type of player is often seen capping CPs alone, after everyone else has been defeated. Their CP capping score may also be quite high under certain conditions. The Sniping Spider has a poor critical strikes/TA spent ratio but maintains a significantly positive win/loss ratio. Even for him it's unlikely to pick any other combination of roles besides Support – Air.

Typical Sniping Spider pattern in magenta, tanks in black, moving patterns in orange, no-go zone in red



## Type 5 - Offensive Position Taker

**Personality and Motives:** The Offensive Position Taker represents a gameplay style that is exceptionally challenging to develop. To become an Offensive Position Taker, you need to progress through all of the previous styles, with Selfless Kamikaze being a mandatory prerequisite. Selfless Kamikazes do not naturally evolve from Pubstars or Spawn Sitters. Therefore, a significant effort is required to adapt to a selfless Kamikaze mindset. You either possess this mindset inherently, or you must commit to mastering all aspects of the game and embark on a long-term journey of self-improvement with countless learning opportunities. At this stage, it's virtually impossible to organically transition into a Selfless Kamikaze, as it necessitates a specific quantity and diversity of learning experiences that you simply lack now. Even with a high level of dedication, reaching this state is challenging.

Becoming an Offensive Position Taker demands not only a growth mindset but also creativity and an unwavering commitment to winning and losing games as part of a team, repeatedly. It involves making mistakes, trying new strategies, and embracing the process of learning. Developing a forward drive is particularly challenging, as there are few role models to emulate, given that many players tend to be passive, overly focused on TA, or fixated on kill-to-death k/d ratios.

Prominent personalities with pronounced Pubstar traits often shape the gaming environment and influence the playing styles of all participants who immerse themselves in that environment. Only individuals with strong personalities and a deep sense of fairness may be able to navigate and maintain the individuality and creativity required to become or remain a Type 5 Support player. As the polar opposite of the Pubstar, this player type prefers to operate alone or with selected groups and can only develop his skills in a partially isolated context. Achieving the level of individuality and creativity required is not a goal that most players aspire to, making the Sniping Spider their highest attainable style, which is still an achievement in itself.

**Actions:** The Offensive Position Taker doesn't rely on Armor to lead the way but takes the initiative himself whenever and wherever necessary. Their superior understanding of macro gameplay enables them to do so skillfully, often going unnoticed. Instead of exploiting vision to hide and catch enemy Air units off guard, they use it to advance into better offensive sniping positions, gradually restricting the enemy's movement space. In situations with limited vision, they play similarly to the Sniping Spider, albeit with a reduced focus on Air-to-Air (A2A) combat. The Sniping Spider places a heavy emphasis on Anti-Air (AA) and attempts to bridge gaps with A2As but rarely dominates enemy Air unless he has complete vision superiority. When Air players face Sniping Spider Supports, skilled Air players frequently either avoid confrontation or throw themselves into enemy lines, losing many of their units to a few Heavy AA (HAA) units.

Nevertheless, the Air player often succeeds in destroying Armored units if they play their cards right, regardless of what the Sniping Spider does. In contrast, the Offensive Position Taker focuses their efforts on inflicting maximum damage on enemy Air units while encouraging them to persist. This approach often leaves good Air players with one or two heavily damaged heavy Air units, greatly reducing their combat effectiveness. These units are left with entirely depleted striking power, spending more time on repairs than actively engaging. Air players facing Sniping Spider Supports can maintain high striking power, as they manage to sustain their presence and firepower by blending newly deployed units with repaired ones.

In simple terms, the passive and reactive Sniping Spider relies on the Air player to determine their losses, while the Offensive Position Taker takes the lead and consistently siphons all firepower and presence away from the Air player. Typically, the Air player knows the whereabouts of the Sniping Spider's hidden AA units and approaches them or destroys units nearby, conducting recons, flares, and so on. Meanwhile, the Offensive Position Taker Support is active where the Air player does not expect or want them to be active. The Sniping Spider's AA missiles move towards the front of the approaching Air player's units, while the Offensive Position Taker hits the Air units from the side, below, or from the rear.

To illustrate this difference further, consider a 4v4 stalemate match with equal players, a balanced map, evenly distributed TA, and a 50:50 domination bar. The key to shifting the bar is to take action that puts your units or TA at risk first, creating an opening beneficial to one or more of your team members. The Armor player may overextend his tank to reach one or two enemy HAAs, creating an opening for their Air player. Support can employ the same concept, but it is much less risky and far more effective. The AA can hide on the ground and fire upwards, whereas Armor's line of fire is usually limited by shelter obstacles, and enemy Air can exploit an overextended tank better than an Armor player can exploit an overextended HAA due to speed and other factors. The AA shelter offers protection against ground-based missiles from Tanks.

When an Offensive Position Taker Support takes on the responsibility of creating openings, he rushes into forward cover and narrows the scope of operations for enemy Air, making it easier for his Armor to reach opposing AAs and maintaining a cascade of benefits for their team members. Offensive Support also significantly limits the Air's options and ability to initiate openings through the Air role. You can visualize it with baseball "Runner" style dynamics, where HAAs rush from cover to cover before enemy Armor can hit them. Once they reach cover, they are safe and require the enemy Armor to overextend greatly to reach them, as Tanks can't reach them from a distance. When you have successfully managed to advance from one offensive cover to the next multiple times, you almost have completed the course and possess a wide, crescent or U-shaped area with very beneficial vision characteristics. Furthermore, the best friendly Armor lineups can be built like that, as Armor players need to avoid overlaps between their own lines of fire and align with the friendly lines of sight. Thus, a crescent-shaped formation, stretching over wider areas, is the best defensive approach you can have as Armor, depending on where you set the edges of your crescent, you can put pressure on the enemy and attack with your defensive crescent-shaped formation without having to meddle with positioning too much. These dynamics primarily apply to open field areas with hills, valleys, edges, isolated building groups, long and large forest areas, as well as many fragmented and small forest areas. Purely urban battles are different and require more positioning and effort. Urban warfare involves concentrated, more linear overlaps of lines of fire for the Armor player, while an Offensive Position Taker Support still works but requires more micro-management. A Type 5 Support dedicates a significant portion of his TA not to destroy a lot of units in one go or generate a high score, but to eliminate key units at critical positions or even provide vision with an Infantry drop if needed.

**Strengths:** The Offensive Position Taker excels in directly influencing the domination bar's movement. He takes initiative more frequently than relying solely on Air or Armor, requiring solid ground awareness and alignment with Armor to shift the domination bar. This approach is often more decisive than having complete control of the skies. Unlike the Opportunistic Pubstar or even the Sniping Spider, who might deploy HAAs onto CPs to capture them without much thought, the Offensive Position Taker is less interested in capturing CPs with HAAs. Instead, he positions himself in crucial, hard-to-reach, and more isolated spots that should not be easily relinquished.

Maintaining these positions takes precedence over gaining a few more TA, but when the situation allows, he can profit from the cap as well. Consequently, the vulnerability of their HAAs is generally lower.

AA units placed on CPs tend to attract most of the enemy missiles when approaching, staying on, or retreating from CPs. Additionally, their AA units typically do not rank as high as those of the Sniping Spiders, which reduces aggressions and preserves unit presence.

The Offensive Position Taker's AA network is more resilient and flexible, making it easier to anticipate losses and steer the AA network as a whole. They do not spawn repair tanks unless they successfully control enemy AA and are present during pushes. They prioritize sky security over providing repairs. Despite having a lower unit density in key areas, they effectively build Air traps due to the network's depth and unique AA placement.



The Offensive Position Taker takes satisfaction in watching their Armor allies capture points alone, knowing they have a proper security grid. Capturing forward CPs with vulnerable but critical units is generally unwise, particularly in urban settings.

As an adaptable player, he can transition to a Sniping Spider and create a more defensive unit lineup. He is downward compatible, adjusting well to both teammates and in-game dynamics. While he may be slightly less precise with A2A placement than the Sniping Spider, he is far more proficient in utilizing TA and ground situations than the sky-focused Sniping Spider. When providing repairs, he actively repairs units, just like the Selfless Kamikaze. He pulls jeeps out of the spawn to repair forward units, if necessary, a practice avoided by all the other types as static, well-protected spawn jeeps are a central part of their identities.

**Weaknesses:** Finding compatible Armor players is a challenge for the Offensive Position Taker Support. The Armor players need a high level of situational awareness and a willingness to prioritize forward movement and accepting unit losses. This is essential for fully realizing the benefits of the Offensive Position Taker, requiring coordination between Support and Armor players.

While the Sniping Spider may appear to defend half of the map effectively with their AA units and A2A strikes, this approach becomes impractical when trying to cover the entire map. This leads to the need for a deep and flexible AA network, focusing on macro management and setting strategic priorities, rather than attempting long-range A2A wipes while maintaining a static unit lineup in the center of the map.

The Offensive Position Taker's AA saturation tends to be lower on average due to his style. While the AA network is deeper and offers more variations than the simpler AA line of Sniping Spiders, there may be areas with insufficient AA coverage. This presents opportunities for traditional Air players, particularly those with aggressive and highly skilled micro abilities, to exploit gaps in the AA network.

A2A strikes are used by the Offensive Position Taker, but his reliance on these strikes is less dominant. His primary focus is on ground combat management, rather than extensive Air engagements.

The AA vulnerability to enemy Infantry is bigger than that of more passive Support players. Little to no repair tanks on the field, can be solved with jeeps. The vulnerability of the OPT is higher in flat, open field areas with no cover, however he is a master of multilateral micro, so he can still navigate open and flat terrain better than all other Support types. Because of that, the OPT may eat more missiles and lose units when he attempts to rush to offensive spots with low vision in open field zones. A Sniping Spider would never do that, because a he does not have the skills for it, B he does not trust the Armor player and C it goes against his preferred style.

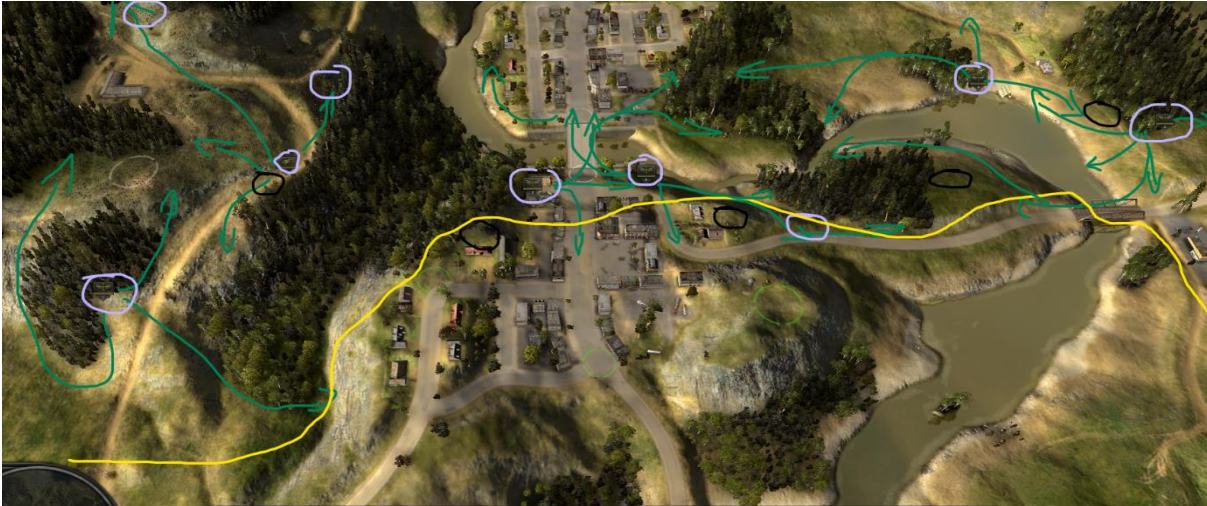
**Statistics:** The Offensive Position Taker's statistics can exhibit variability due to their ability to adapt to shifting macro dynamics. During transition phases, where they adjust their playstyle, they may engage in aggressive CP capturing, leading to increased unit losses compared to a more passive player like the Sniping Spider. These transitions can result in a higher death count but also drive up the CP capturing score.

Similar to the Selfless Kamikaze, the Offensive Position Taker maintains a high critical strike-to-TA used ratio. They efficiently manage and utilize TA resources, which can lead to a wide range of fluctuating TA damage scores from game to game. Consequently, their scoreboard ranks and statistics tend to be the most volatile among Support players, reflecting their adaptability to different situations and their focus on achieving victory.

The Offensive Position Taker picks Armor as his second role, as it aligns closely with his native playstyle. Mastery of both Armor and Support roles is essential for becoming a Type 5 Support player. While Infantry is their least preferred role, they possess a comprehensive understanding of it. In contrast, Infantry and Air roles are more independent and suited for solo play, making them more attractive to the independence-seeking Sniping Spider or the stat-focused Pubstar or Spawn Sitter. A combination of Support and Infantry roles is rare and typically preferred by Type 4 Support players. This rarity stems from the challenges and hardships associated with both roles, which often lead players to seek more firepower and agility as their second role.

Due to their high level of involvement in the game, the Offensive Position Taker tends to have significantly higher kill numbers than other players. However, his average score may be lower than that of Pubstars. While he occasionally achieves the highest repair score, he can also adapt to a more repair-focused approach when the situation demands it. Spawn Sitters as well as the Sniping spiders have their issues to adapt to new environments and shake off their repetitive habits and predominant priorities.

Typical Offensive Position Taker in lilac, tanks in black, moving patterns in green, Sniping Spider comfort zone in yellow



In

many ways, most players are blends of multiple styles, with a clear predominance of one of them. They may apply individual elements from any Support Type throughout the game. However, they tend to fall back into their base style easily, when their focus slips, when chaotic and unpredictable situations happen, when they have not played for a while, when they are stressed or fail to connect to other players properly.

Overall, you will be able to clearly determine the base style of the Support player you observe or even learn more about your own preferences, strengths and weaknesses. Be aware that you need to master both Armor and Support to master Armor or Support. These 2 roles are unavoidably connected. Also keep in mind that there is a huge difference between placing units and positioning units. Positioning requires much more skill and true dedication to connect to your peers, while placement is type of “I do my thing, you do your thing” consequence. So, if you find yourself to be a Spawn Sitter or a Sniping Spider, try to be less selfish and you will get rewarded for that greatly.

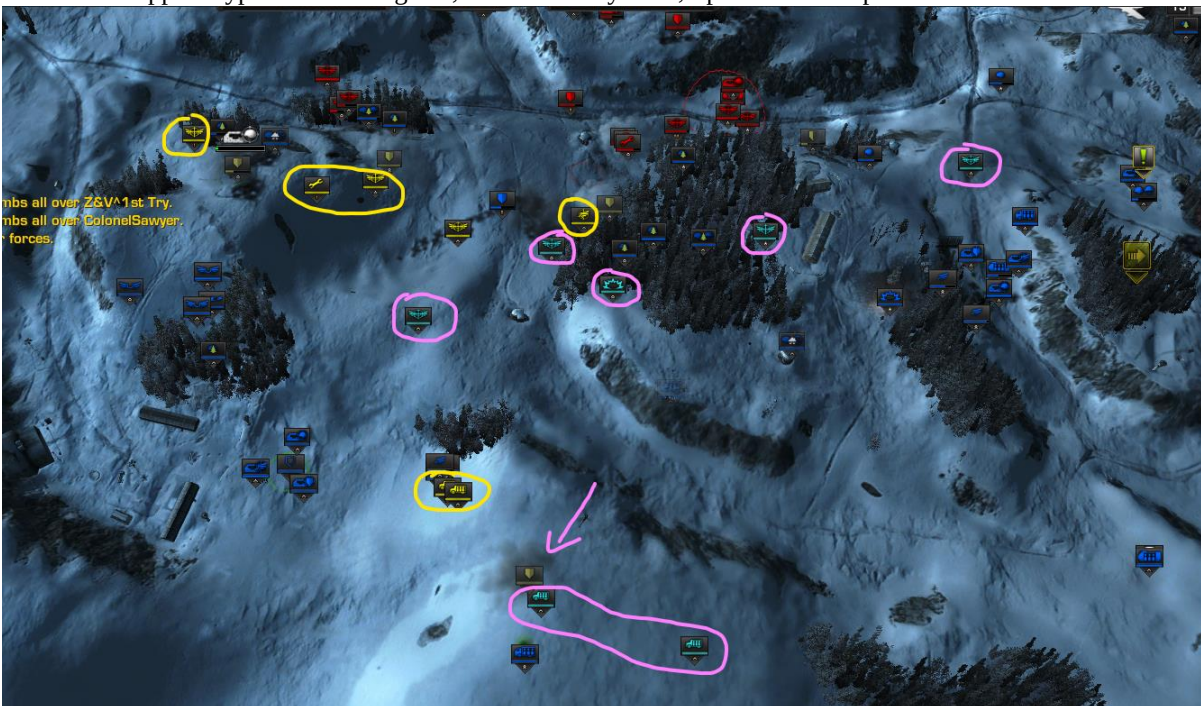
The Support types may be harder to determine during highly volatile and chaotic games, while being clearly distinguishable when clear fronts are built or one side is either steadily pushing or defending. The higher the destructive TA use intensity is, the harder it is to see certain types crystallise. Vision plays a major role in that. Well timed and frequent pushes or increased alternation between pushing the left flank, the right flank and the center may also make it much harder to determine a certain Support type. Defensive, back to the wall scenarios are harder to dissect as well.



3 different Support Types in 1 game, Kamikaze in yellow, Sniping Spider in magenta, OPT in lilac



2 different Support Types in another game, Kamikaze in yellow, Spawn Sitter in pink





Real time showcase how a Sniping Spider Walle in magenta, defensively refrains from exploiting vision to get better forward positions. An OPT in lilac would immediately do that in this situation. The new AA will only move to the indicated spot.

Also, clearly to see 3 HAAs defensively protecting jeeps, no HAA coverage on the left side and a quick bridge push would fail, due to lack of HAA presence of only 1. If Armor would take the initiative, he would be poorly supported and Sniping Spider won't be taking initiative either. So, team is stuck sitting in comfort zone from positioning point of view. This Support Type bottlenecks the team's advance.

Also, worth mentioning the central HT can be easily destroyed by enemy heavy Air as there is only 1 HAA nearby. All other HAAs are positioned in a way where they would not arrive in time to prevent a potential heavy Air attack. The lineup is defensive and reactive rather than offensive and proactive. Despite the fact, that he proactively positioned his units where they are. An offensively shaped network would be more appropriate as USA team had the advantage with vision and progress. Sniping Spider failing to shift gears and sticking to base style / routine even during a regular, welcoming, clear and logical situation. Imagine what would happen during a stressful and chaotic situation. There would be a tendency to defend, without the actual need to defend, so the enemy team would inevitably get the upper hand with even teams, just because of more passive Support Type of the Sniping Spider.



Another game with Unranked, delivering SLKK Support in yellow

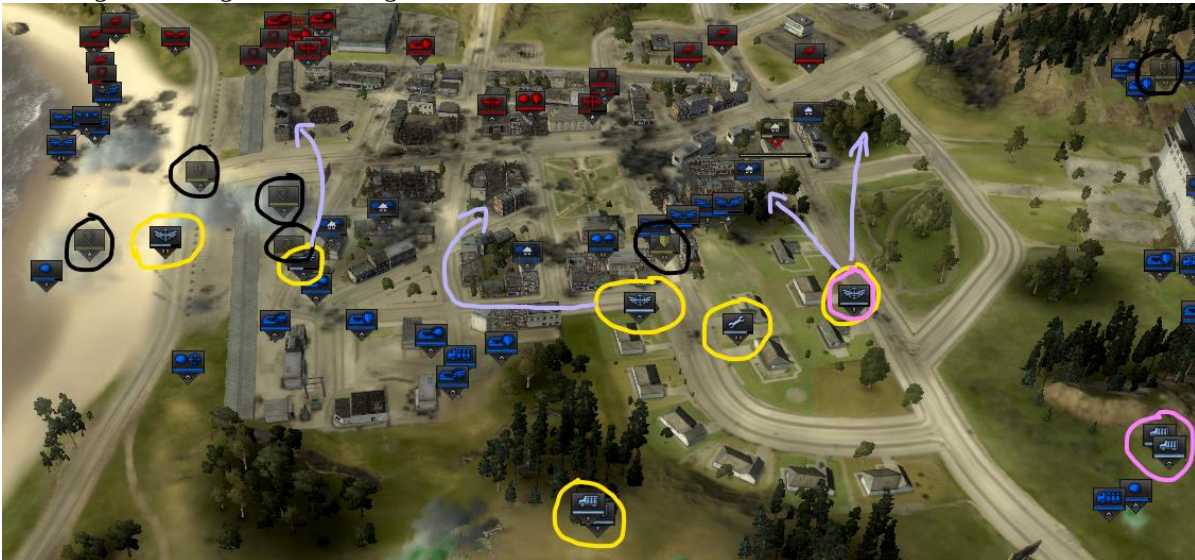




Same game, Unranked shifted to delivering SNS Support in magenta, refraining from OPT moves in lilac:



Different game, Unranked delivering split Selfless Kamikaze Support mixed with Spawn Sitter Support in pink, refraining from doing OPT moves again.

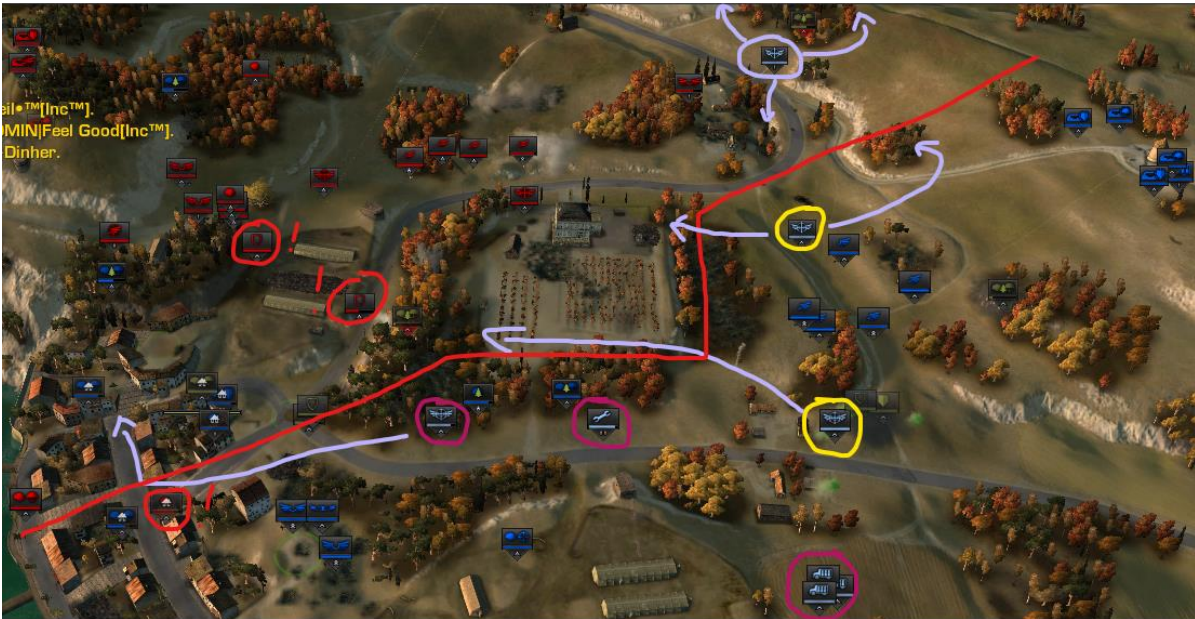


One might also see the Sniping Spider Setup rather than a split Selfless Kamikaze Setup. The AAs at beach are pretty damaged so that is not the Sniping Spider, those central units also have a clear proximity to the tank but admittedly could also be a Sniping Spider pattern.

Overall, this is the typical Unranked Blend: SPS (10%), SLKK (30%), SNS (30%) and OPT (30%) Support. A very flexible and balanced blend, able to deal with most situations, regular or chaotic. However, it mainly aligns with offensive and fast armor players, as the OPT predominance is not the highest. This player would only occasionally lead the team and give up on doing that when the Armor player is defensive type. Unranked is also overly reliant on vision and needs A2As to keep up his AA presence. He is present everywhere but may still get stomped by enemy Air because he does not actively reduce Air's field of operation by biting off chunks of land and vision whenever possible.



Different game with Unranked, SLKK and SNS Support style with a sprinkle of OPT, refraining from taking more typical OPT positions in lilac. Overall failing to deal with enemy heavy Air, thus more OPT action required. Fails to change his style quick enough. Armor got cleaned everywhere, admittedly he is playing vs. elite Air player, who always has the upper hand even vs. elite Support.



Same game, Unranked managed to pivot towards OPT style, recovering from town push, winning the game



Notice how much more lethal the second OPT setup is than the previous mixed setup. He can close in enemy Air with 3 HAAs forming a deep triangle, even if the town AA is stuck this structure has bigger depth and effectivity as it narrows down the movement of the enemy Air player. The mansion HAA is hitting from the side, compare to the SLKK setup that would hit the front only, making it very easy to retreat for enemy air and equally having more moving space. Linear and defensive patterns are very poor choice to effectively cover the entire map and surprise and damage Air consistently.



Alternating styles of Nexusblue on Canal, SLKK in yellow, SNS in magenta



Offensive Position Taker Nexusblue in lilac, SPS in pink, SNS in magenta during the same game on Canal



A mix of both styles at the same time, preparing a push with OPT spots while supporting the push as Selfless KMK. Nexusblue can cover any potential situation very well with his deep HAA network





Typical OPT + SLKK start with dual-use units from Nexusblue in lilac



Followed by brutal vision exploit, turning into an OPT, playing the whole map on very hard map/side



Biting off more chunks of land towards dam, while having vision disadvantage at gas station





Followed by more Kamikaze pressure at bridge, while backing off to more defensive but still offensive position at gas station. Lastly resulting in a quick win for USSR side with Nexusblue Support.



A different hometown game, Nexusblue: failing to handle double heavy Air because of repair tank and too much of Selfless Kamikaze action at the bridge. On top of that a bad Armor player on USSR side. Normally that Support player is an OPT type mixed with Selfless Kamikaze. However, with his back to the wall, he fails to adapt to the situation quick enough, mismanages his resources (should go full AA, 1 to bridge and 3 or 4 to gas station, as the tank player is too bad for a decent bridge push / visible by the spots he picks and the HTs he attempts to send to distant gas station facing double heavy Air).

Support partially pivots towards a Sniping Spider by taking more defensive positions and using A2A more frequently, but still maintaining map wide OPT-like unit spread. Instead, the Support player should neglect bridge and direct his entire Kamikaze urge towards gas station

Nexusblue with a blend of SPS (10%), SLKK (30%), SNS (50%) and OPT (10%) Support, typically more on the SPS (5%), SLKK (40%), SNS (15%) and OPT (40%) Support side.





The Ultra with interesting blend of SPS (15%), SLKK (25%), SNS (35%) and OPT (25%) Support



The Ultra setting up HAA Network on Seaside, similar to Unranked's split SLKK Support but still overly protective with jeeps and while the AA placement is that of a SLKK, the forward action and the macro are more on the Sniping Spider side. Regardless he has the tank player covered for now, but obviously had failed to cover lighter units and most likely will keep failing to do that throughout that game. Nonetheless the repair commitment with jeeps only is really positive.





Bit later during the same game



An initial farmland game with The Ultra, skillfully blending SLKK and SNS with some caps



Mid game Sniping Spider





Followed by change to Selfless Kamikaze



Back to Sniping Spider, typical, evenly arranged spider net, even if quite flat and local



A matchmode game where you can clearly see that selfish Pubstar did not share enough TA with the Inf player. Instead wasted the TA but and holds highest repair score. Also, there is a big gap between top scoring USA player and the remaining USA players, while USSR scores better reflect their team alignment. Given that the best players from USA team are 3<sup>rd</sup> and 4<sup>th</sup> ranked, they had very poor TA allocation.

72.57%

USSR WINS

27.43%



USSR - WINNER [TOTAL SCORE: 4730]

1.  **[S\*]GeneralIX** 1636

2.  **- \* №1 \* = GendallGrey** 1205

3.  **s f s ^ Anaesthesia** 1015

4.  **- \* №1 \* = Akakii** 874



USA - LOSER [TOTAL SCORE: 5214]

1.  **Sup^mAjestix** 1933

2.  **[ADMIN]Sup^HouseBee** 1169

3.  **[E|B\*]EventHorizon!** 1088

4.  **seb450[Inc"]** 1024

5.  **[E|B\*]Gen. SS. 2** 0

6.  **[E|B\*]Dexter** 0

TOP THREE PLAYERS

1. **Sup^mAjestix** 1933

2. **[S\*]GeneralIX** 1636

3. **- \* №1 \* = GendallGrey** 1205

TOP ROLES

INFANTRY **[S\*]GeneralIX** 1636

 **SUPPORT** **Sup^mAjestix** 1933

 **ARMOR** **- \* №1 \* = GendallGrey** 1205

 **AIR** **[E|B\*]EventHorizon!** 1088

TOP SCORES

COMMAND POINTS [ADMIN]Sup^HouseBee 520

FORTIFYING - \* №1 \* = GendallGrey 240

**REPAIR** **Sup^mAjestix** 652

ENEMY DAMAGE **[E|B\*]EventHorizon!** 939

**TACTICAL AID** **[S\*]GeneralIX** 426

Another matchmode where you see the main difference in stats between a Sniping Spider and an Offensive Position Taker. The Sniping Spider has highest enemy damage but is pretty bad with everything else. Despite more favorable team conditions, the Sniping Spider didn't manage to get top score and did not manage to utilize the TA in a better way than USSR Team. Due to higher Inf presence and vision, USA Support should have much higher score. A lot of the enemy damage boils down to vision. Overall the Armor players were equal, not only with score but also in game and the Air players were pretty balanced as well. Basically the Sniping Spider failed to exploit the vision advantage and could not use his TA well enough to generate leverage. That does also apply to USA Inf and Armor. The TA bank is higher but the domination bar shows another picture. Given that USSR Inf was weaker, and Armor scores were equal, it is safe to assume that USSR Armor performed more efficiently than USA Armor.

The game ended up in being a nuke fest, so the OPT nature of USSR Support did not even fully come into fruition, resulting in a Support battle between a Sniping Spider SPS (20%), SLKK (15%), SNS (60%), OPT (5%) Walle Support and a more balanced SPS (10%), SLKK (25%), SNS (40%) and OPT (25%) GeneralX Support.

While my own profile usually is SPS (5%), SLKK (25%), SNS (30%) and OPT (40%). That game was an urban Seaside game with weird teams and USSR Armor player and Air players not capable of making use of an OPT Support style. So I had to shift to a SNS heavy setup while maintaining solid Armor support and generating TA with combined caps. My AAs not only capped forward Cps more often than Walle, but also managed to maintain presence in a vision scarce environment. Usually you don't know where to go that well, when you have worse vision than your opponent, but again it is about how you use your resources. Additionally my mixed AA Setup allowed me to be more present across the entire map and actively capture Cps with more units and faster units than USA. Opposing Armor failing to keep up with his heavy tanks.

32.40%

USSR WINS

67.60%

USA - LOSER [TOTAL SCORE: 7319]

1.	[CSiE]WALL-E'	2550
2.	[ADMIN][CSiE]JMann9	1921
3.	[CSiE]ponter	1547
4.	[PpG]Reach	842
5.	[d.]Blitz	459

USSR - WINNER [TOTAL SCORE: 6989]

1.	-chica-GeneralIX	2772
2.	CismaleOnly!!	1582
3.	[CSiE]Spirit_Gun-77	1282
4.	[Wery]Gut Plaer	827
5.	[CSiE]kickapoo149	526

TOP THREE PLAYERS

1.	-chica-GeneralIX	2772
2.	[CSiE]WALL-E'	2550
3.	[ADMIN][CSiE]JMann9	1921

TOP ROLES

INFANTRY	[ADMIN][CSiE]JMann9	1921
SUPPORT	-chica-GeneralIX	2772
ARMOR	CismaleOnly!!	1582
AIR	[PpG]Reach	842

TOP SCORES

COMMAND POINTS	-chica-GeneralIX	780
FORTIFYING	[ADMIN][CSiE]JMann9	229
REPAIR	-chica-GeneralIX	763
ENEMY DAMAGE	[CSiE]WALL-E'	1029
TACTICAL AID	-chica-GeneralIX	602

JMann's ARENA MM Madness Edition

Your statistics were NOT reported to Massagate. This server is not ranked.

SAVE REPLAY

HIDE SCORE SHEET

CONTINUE

The Support Playstyle Navigator is an Hommage to my Fanclub and shall provide light in the darkest times of WIC.