

Cert-, unlock- & strategyguide for the Combatmedic

(especially NC)

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Some reasons, why you should play the CM(=combat medic) as your primary class:

1. (attractive for newbies): you earn very quick good amounts of XP, without the need of being in a direct combat
2. CMs have access to Assault rifles. These guns are just pure monsters. They are:
 - very good in CQC(close-quarters-combat), because of their high **Rate of Fire**.
 - good at medium-long-range, because of their high accuracy and the decent dmg per bullet
3. The Selfhealability (do i have to say more?) makes them great for being a lone wolf, but also being a great assault class. Often even way more effective than a HA(=heavy assault). The selfhealability on the maximum lvl combined with nanoweave armor(i will come back later to the different armortypes) makes the CM even more durable. Additionally you can heal friendlies with the SHA(=selfhealability) and you get some XP for that,too.
4. Medics are highly needed! There are not enough medic on the battlefield, though it is such a great class. Good for the team, on the one hand, and on the other hand, it's a great infantry-assault class.

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So first of all, i want to say thanks for choosing the CM as your favorite class, or even giving it a try.

Here is the description SOE gives for the CM:

„After an intense firefight, when the dust settles, every squad and every soldier simply wants to be alive. And if they are, they probably have their Combat Medic to thank. Every class is capable of putting enemies in the grave, but the Combat Medic is the only one that can pull them back out. Yes, their rifle is capable of dropping enemies efficiently. Yes, their versatility on the battlefield is infamous. But, it is their powerful healing tools and abilities that define them.**(more or less :P)** The Combat Medic's role is to keep their soldiers alive **(sometimes yes, sometimes no)** and their empire at full fighting strength. Since a single Combat Medic can make all the difference between holding the line and falling in slaughter, they're an integral member of any squad **(true, true, true)** The Combat Medic's handheld Medical Applicator provides them with the primary means to make a squad of wounded soldiers fit to fight again. Using a concentrated beam of nanites programmed to mend flesh and dispense coagulation agents, the medical applicator can repair even the most grievous of wounds of a single soldier in seconds, or create an area of healing around them for groups of friendlies at a slower rate. The latest models are even equipped with experimental Field Rebirth technology, allowing the recently dead to be brought back to life. Few others can rival the power and potential of the Combat Medic on the frontlines, saving lives.

Beyond healing, Combat Medics can do a ton more than just squad support. Though they're defined by their ability to help others, their customizable rifle establishes them as a force in their

own right on the battlefield. They can help themselves. Through the use of specialized loadouts and kits, the Combat Medic can become all the more versatile, ready and able to bring whatever is needed to any combat situation(GREEN: not only very versatile, but also very very deadly).

A skilled Combat Medic can hold their own in a firefight and keep their squadmates alive(yep.).“

Now let's go to the things you should cert in (=upgrade) first. I made two different lists, according to the style you want to play the medic. (Both ways will lead to (nearly) the same result.)

| COMBATmedic | combatMEDIC |
|--|---|
| 1. Lvl up your healgun at least to lvl 2/3 (3 is better, but only if you have the certs) | 1. Lvl up your healgun at least to lvl 2-3 |
| 2. Lvl up your SHA at ~lvl 2-3 | 2. Lvl up your SHA ~1-2 |
| 3. Get the 2xreflex sight(2xGD) for the gauss/default gun | 3. Lvl your healgun to 4/5 |
| 4. Cert in the nanoweave/flak armor as much as possible(lvl 1-3 make big differences compared to the „normal&no-special-armor-guy“) | 4. Get the 2xreflex sight(2xGD) for the gauss/default gun |
| 5. Get the next lvl for the healgun | 5. Cert in the flakarmor (lvl 2/3) |
| 5. Get the GR-22(for TR: Cycler TRV VS:H-V45) and add: 1x reflexsight,[lvl 1 laserpointer (lvl 1 is very good, lvl 2 makes the gun just a bit more accurate, (while the lvl 1 makes the gun noticeably more accurate), also very good scope: HS/NV-scope, 3.4 LACO] | 6. get the GR-22 (for a CM it's nearly mandatory to have a good gun for CQC) and get the 3.4 laco & laserpointer ASAP |
| >>382 Certs | >>372 Certs |

BUT don't forget: The ability, to heal others and heal yourself, is the thing that defines you. So don't forget to get the 4th lvl for the healgun. The people who are rezzed will thank you.

Short explanation:

Armor types

-Flak-armor: The way to go for a teammedic
flakarmor reduces the damage taken by explosives.

lvl 1: -15% = 1

lvl 2: -22% = 10

lvl 3: -30% = 50

lvl 4: -39% = 150

lvl 5: -50% = 1000

Explosives are for example: frag-nades,C4, rocketpods, liberator-zepher, AP-mines, etc....

Great for being a team-oriented medic, because you survive explosives much better, and can revive the squadmates, who died because they had no flakarmor.

-Nanoweave-armor: Good for combats at closerange and in buildings

Gives you more health (the blue bar is the shield, the green is the health)

lvl 1: +10% = 1

lvl 2: +12,5% = 10

lvl 3: +15% = 50

lvl 4: +20% = 150

lvl 5: +25% = 1000

Good for a lonewolf medic, more indoor combat, when theres more 1vs 1, etc.

Very decent choice for a jack-of-all-trades-master-of-none-armor

I have it at lvl4, and i can say, i really notice a difference, when it comes to longrange engagements, running over an open area, while someone is shooting at you, etc.

-Advanced Shieldcapacitor:

lvl 1: -0.5s = 1

lvl 2: -0.5s = 10

lvl 3: -0.5s = 50

lvl 4: -0.5s = 150

lvl 5: -0.5s = 150

not a very choice, IMO.

Every lvl gives you -0.5s recharge delay.

So at lvl 5 it takes 7.5s to get the shield back up.

Without the adv.shieldcap. it takes 10s.

If the shield is down, you normally wait behind some cover, 'till the shield is back up again.

And you can wait these 2.5/2s.

Strategies:

- pop your AoE-heal on, if you're running in a group and some people are damaged
- pop your SHA on, while you're running over an open field, while someones is shooting at you (but only, if your shield is completely down)
- run with the team, to get the biggest profit. You can use them as a meatshield
- everytime calculate, if it's better to run with the rush and kill people, or if it's better to just sit back and revive dead friendlies, so you can keep pushing
- if you have the certs(or SC): get the Gauss S with the underbarrel nadelauncher. IF the NL isn't bugged, it is just fun 3:-)

Medikit/Restorationkit:

You don't really need them. You have your SHA.

C4: the party-brick

Get the C4, but only if you have the certs. It's not a must-have, but a very nice additional tool for killing people and being sneaky and a troll.

Fighting against a MAX?

Just shoot at him once or twice, so he follows you. Run into a building, drop a party-brick behind a corner. Wait for the MAX. BOOM. MAX dead. x_x

C4 is a nice sidegrade for the medic, because as a medic you don't have a lot weapons to fight against vehicles.

Weapon(s) you should get:

ADS:



Hipfire:



GR-22: The CQC- & Shortrangemonster

Pros:

- very high RoF
- low recoil (up and to the right)
- decent dmg per bullet
- good scopes available

Cons:

- no compensator available
- not that effective at medium-longrange

Attachments i would recommend:

- LACO 3.4 scope: a very good allround-scope. Good for CQC, better at medium-“long“-range
- 1x Reflexscope: very good for CQC, decent at medium-“long“-range
- HS/NVscope: nightvisionscope. You see enemies very clearly, but the range is very limited compared to the 1x/3.4-scopes
- Flashsuppressor: Hides your muzzleflash and hides you a bit on the minimap. Don't get the suppressor. The supp. Will completely hide you on the minimap, but reduces the accuracy of the gun at medium-long-range. And that's where the gun doesn't really shine. So why nerfing the gun at medium-long-ranges, where it's already not the best?^^
- lvl 1(later lvl 2): makes the gun very deadly accurate when fired from the hip.

Gauss S: This gun will do everything except washing your clothes for you

(The stock Gauss is not bad. The Gauss S just gives you even more versatility. So if you have the certs/Smedbucks, go and get the Gauss S. If not, stay with the Gauss)

Pros:

- highly customisable (long-range fights, medium-range, „short-range“,...)

- good RoF (not too fast, and not too slow)
- recoil is straight up ==> easy to handle
- access to all scopes & all attachments & every ammunitiontype
- fiddlerent firemodes: fully auto, 2xburst, 1xshot

Con(s):

- not the best gun at CQC (outshined by the GR-22)
- hmmm well.....

Attachments i recommend:

- 2xReflexscope for shortrange
- 3.4 LACO for a good allroundscope
- Compensator: reduces vertical recoil, however enemies will see you from a bigger distance on the minimap. But in reality you will be in a squad/group nearly everytime, so this argument doesn't really count really.
- Underbarrel grenadelauncher

==> Very good for medium-long-range. Take this gun, if you don't know what/where you are going to fight.

That's it for now!
I hope you enjoyed it!
And i hope you uderstood, that the CM is not just a nurse.
The CM can be a pure killing machine!
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Thanks for reading!



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