
Subject: to many idiots

Posted by [Anonymous](#) on Sun, 26 May 2002 11:24:00 GMT

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grenadiers are good. Grenadiers do some nice damage, so they're welcome in APC's and Choppers. SHotgunners are also accepted, as they can take care of any threats to the engies. But after those two, only beacon holders and engies. Snipers looking for a ride in a rush vehicle will find me quite willing to drop them in place from high altitudes, or in tib fields. And if you try to enter a hummer or tank as anything but an engineer, forget it. Actually, if there's enough of you, shotgunner is the best thing you can be. Sounds strange, but 3 timed charges take out a building, and if there's 5 shotgunners, enemies aren't too likely to get in and disarm the bombs, especially not enough of them. [May 26, 2002: Message edited by: Nukelt15]
