Subject: I hate Hotwire/Tech rushes
Posted by Anonymous on Tue, 30 Apr 2002 16:07:00 GMT

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Well, I still like the idea of a third class for healing. I don't like it cost so little for a unit like the tech and hotwire that can easilly take out an entire base with their **** c4. Make it like the engineer can hold 1 of each c4, the tech/hotwire hold 2 remote and 1 timed, and a third class to hold 2 of each.One of the few things I find annoying in the game. It's not all that hard to kill a hotwire/tech. But it's kinda hard to defend a defense-less base with hotwires/tech's coming from all sides by yourself. the third class would make it more enjoyable in my opinion.