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Subject: Have some noob questions.

Posted by [Anonymous](#) on Fri, 15 Mar 2002 16:16:00 GMT

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Hotwires and Techs also have twice the repairing range of the Engineers, i.e. their beam goes twice as far. This way you can get more of them surrounding one MCT, or hit tanks and other vehicles from farther away. They also have a lot more explosives, and are well worth the 350 price tag. They're the best unit in the game for defending small areas, like buildings you're about to destroy, due to their proximity mines.

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