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Subject: Special roles of GDI infantry:(For noobs)  
Posted by [Spoonny\\_old](#) on Sun, 29 May 2005 00:45:02 GMT  
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OK.

A technician/hotwire is a very good anti-rush unit, simply because they can keep your base alive while your teammates stop the rush.

Alternatively, they can use their remotes to kill the rushing tanks. Not likely to work very well against meds or lights... but good against flamers and stanks.

Even better, just tech a friendly vehicle. A constantly teched artillery is brilliant at killing med tanks, assuming the artillery driver is skilled

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