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Subject: Re: G00D STRATAGY!

Posted by [karmai](#) on Fri, 07 Oct 2005 13:54:58 GMT

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SuperMidget wrote on Tue, 20 September 2005 12:30A better one: Fill a apc up with 3-4 techies, rush with remotes early in the game or through a door that you think isn't mined. I think its 5-6 remotes to kill a building.

Quick, easy, awesome.

Yeah, but why waste 350 on a hotwire when you can use engi's, keep in mind they have just as many remots as hotties do.

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