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Subject: Re: Cheap building taky downers  
Posted by [MexPirate](#) on Fri, 31 Aug 2007 17:46:41 GMT  
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chem warrior has enough power to take out a building if he's left long enough and can get inside, pretty funny on non base defence maps but you can't really call it a strategy - grenadiers are great for point whoring especially at the start of the game when defences are up (eg, Field + Under) engies need no explanation early rush place timed, place remotes - kill yourself with them and get back to stop the enemy doing the same to you (for small games early on, obviously)

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