
Subject: is there a way to
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:15:00 GMT
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disarm charges or beacons also what is the technician for he seems to have a few more bombing capabilities and the gun he shoots does it affect enemy players..ie hurt them same Q for the engi weapon.

Subject: is there a way to
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:32:00 GMT
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To disarm charges or beacons simply "repair them" with the repair gun of the engineer/hotwire/technician. Yes, the technician/hotwire carries 1 more timed c4 charge plus 6 mines. Its pistol is the same as everyones.

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Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:36:00 GMT
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also, the technician has more range with its repair gun, has more health, and repairs/disarms 2x faster.

Subject: is there a way to
Posted by [Anonymous](#) on Tue, 23 Jul 2002 13:56:00 GMT
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I found a way to turn the repair gun into a weapon of mass destruction.

Subject: is there a way to
Posted by [Anonymous](#) on Tue, 23 Jul 2002 15:22:00 GMT
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Why does this jack-off keep bringing up these ancient posts? [July 23, 2002, 15:22: Message edited by: Spankinstein]

Subject: is there a way to
Posted by [Anonymous](#) on Thu, 25 Jul 2002 15:23:00 GMT
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cause hes a jack-off duuuuh
