Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 11:19:00 GMT
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What is the difference between technician/hotwire and regular engineers besides the additional health?  Because for 350 credits, that additional health doesn't really mean jack but it seems to be so popular.Similar to first question, what is the difference between Gunner and Rocket Launcher officer besides increased health.What exactly does Advanced Guard Tower dish out?  Seen enough oblisk in SP to know what it does.And is 30 FPS good or bad?

Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 11:24:00 GMT
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quote:Originally posted by Dinall:What is the difference between technician/hotwire and regular engineers besides the additional health?  Because for 350 credits, that additional health doesn't really mean jack but it seems to be so popular.Similar to first question, what is the difference between Gunner and Rocket Launcher officer besides increased health.What exactly does Advanced Guard Tower dish out?  Seen enough oblisk in SP to know what it does.And is 30 FPS good or bad?a tech/hotwire can lay mines and has 2 c4'sa gunner can shoot fasterthe Advanced Guard Tower has 4 chainguns and 1 rocket lancher, its good vs infantery but not very good vs tanksand 30 fps is ok

Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 11:31:00 GMT
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I believe techs/hw also repair faster than a normal engineer.  (They look much cooler too.)

Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 11:39:00 GMT
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Correction u r not a nooob  u r a newbie...And Hotwire/Tech also can repair faster about twice as fast....Hotwire/Tech can destroy buildings alone, if u put 2 timed c4s and 2 remote c4s on the Master Control Terminal on any building...Engies can't, 'cus they are one c4 short.And just a pointer...when u r repairing aim at the mct for fastest repair...I've seen new players pointing at the "holes" that appear when the building is damaged...I just ROFL     I was a newbie too so I don't mean any disrespect...And when u r laying down mines plz refer to this post:Laying Mines

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Posted by Anonymous on Fri, 15 Mar 2002 16:16:00 GMT

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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Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 17:08:00 GMT

There's fnkqrrm, that's pretty much all that's been hacked out so far.

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Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 19:22:00 GMT

Hotwire is a babe. The engineer is not.

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Subject: Have some noob questions.
Posted by Anonymous on Fri, 15 Mar 2002 21:16:00 GMT

NOD lacks hot chicks.They only have Sakura (whose alternate skin is sooooo secksey)

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Subject: Have some noob questions.
Posted by Anonymous on Sat, 16 Mar 2002 00:44:00 GMT

Are there any more extras other then the aditonal people extra in mp?If there is plz tell me since there are no cheat's.P.s. I guess I'll go buy the strategy guide for tip and trick and where to find those health boosters u know those medal things u find in sp well post them if u have any.

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