
Subject: Sppecial roles of GDI infantry:(For noobs)
Posted by [Spoony_old](#) on Sun, 29 May 2005 13:00:21 GMT
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The other thing about remoting enemy tanks rushing your base is, anyone in a stank who isn't a total retard will avoid engineers and hotwires at all costs because a remote will cripple a stank, especially if the AGT / other GDI units are firing on it. If I'm stank rushing and there's an engineer/hotwire in my path, assuming I can't get a quick headshot in I'm gonna have to take a second to manouevre out of his way to save myself getting remoted. That's a couple of valuable seconds for GDI to kill my stank with other stuff
