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Subject: Re: Do "Point Whores" Hurt The Team?

Posted by [PlastoJoe](#) on Mon, 01 May 2006 18:17:43 GMT

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If the Havoc damages the artillery enough at long range and the tech gets out to repair, the Havoc can run towards the artillery while firing at it to keep the tech out longer. Then, while the tech is still repairing the artillery, the Havoc can either steal the vehicle or kill the tech up close. Of course, this would only work 1v1 which would never happen.

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