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Subject: Re: kill building with 2 remotes and timed...

Posted by [FrAM](#) on Fri, 08 Jun 2007 00:25:50 GMT

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EKT-Sadukar wrote on Thu, 07 June 2007 22:27uhh no1 really reps a tib silo...cuz in most maps they are a bit out of base (last stand its outside of walls)

mutation redux...

tropics,

snow

i could go on...

however there are several maps where no one repairs...

my personal favourite location is on tib pit 3... only way to kill is nuke/ion unless u are very patient.

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