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Subject: Re: kill building with 2 remotes and timed...  
Posted by [FrAM](#) on Sat, 09 Jun 2007 19:25:27 GMT  
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EKT-Sadukar wrote on Fri, 08 June 2007 03:51bah dont like tib silos tbh...too useless... 1 credit a sec isnt gonna change too much

look at it like this... not including harvy... ur on nod, u have 200 creds from basic 2 per second, if u had silo u would have 300 and thus a buggy.

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