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Subject: Re: starting w/ 350 credits

Posted by [Quackpunk](#) on Tue, 12 Jun 2007 23:45:20 GMT

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FrAM wrote on Tue, 12 June 2007 14:05i find on smaller server 350 starting creds = humvee/buggy + a techy/hotty getting in and then rush a key building. On walls a engi and techy who are good players can usually get 2 buildings.

However taking buggy on a larger server is often useless as you will get slaughtered by about 10 soldiers by the time the soldiers see me i will have already have taken a few of them out. And engis can repair faster then i believe three soldiers, plus there is always hit and run done over and over again

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