

---

Subject: Re: starting w/ 350 credits

Posted by [sadukar09](#) on Wed, 13 Jun 2007 00:05:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quackpunk wrote on Tue, 12 June 2007 18:45FrAM 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

only if the 3 soldiers are dumb enough not to attk the engy...

---