
Subject: Re: Advantages and Disadvantages of Teams
Posted by [Sccrscorer](#) on Fri, 25 Jan 2008 16:33:21 GMT
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hmm so the lack of creds probably wasnt the best example.
how about on complex at start instead of loadin up ur apc with gunners you can save a bunch by usin syndeys- more that 250 = med before they get flamers
