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Subject: Unfair little thing in city!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 00:44:00 GMT

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all the more reason to provide base defense! agts and obelisks only aid in defense, they are not intended to be the only defense. maps like city are easy to attack. there are sneaky ways in and you can attack the pp and tr from long range. defenders should plant mines in vulnerable areas. and when those mines are taken out, go back and replace em. remember, there are several maps with no agt/ob at all, so on those maps you're forced to defend the base. players that think they can just hop in a vehicle and attack the enemy's base when they have an agt or ob are sadly mistaken...

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