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Subject: Why Base Setups are unfair

Posted by [Anonymous](#) on Mon, 11 Mar 2002 10:37:00 GMT

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Your missing something here though. The beacon pedestal in the barracks is harder to defend because you are in a closed in spot. But then again the Hand of Nod there are about 10 different places to watch out if you count windows. Because of snipers. So I think t's pretty balanced. And aren't you people forgetting, TEAMWORK? If you have 3 or 4 people with you watching for snipers and helping you defend the beacon you WILL win.

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