
Subject: C&C_HON_CTF Revision Edition: Work In Progress, See Insi
Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:07:00 GMT

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I was also one of the ppl playing on MMN when the map came up, the map turned into DM cus of the campers that would run around aimlessly trying to find an exit. I was also with BMCJ and its fine on a 10 player server, no lag, plenty of flag caping oportunities, but as was mentioned, remove the mines and c4, i was in that first server that was setup where you were in and you should remember how the second round we immediately banned mines and shotguns(i liked the shotguns)
