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Subject: 1v1 Strategies: Walls Fly

Posted by [karmai](#) on Tue, 14 Dec 2004 17:11:29 GMT

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I think the arty option is by far the best for nod walls flying, seeing how the only way you will ever get nod on that map is they let you host right? (nobody in the right mind would chose nod for walls flying on a dedi, or chose walls flying as the map), so a host art should rape an mrl with ease.. It really isn't a hard map to win on unless they get very lucky with a pistol, and you get a terrible spawn at the start.

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