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Subject: Re: Sweet anti hill camp strat

Posted by [Dr. Lithius](#) on Thu, 19 Jan 2006 12:30:41 GMT

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Well, lemme refine my definition a little. Basically, it seems that a lot of the times, I get stuck sided with people who buy Level 3 units only (and generally the Ramjet riflemen as opposed to the Energy Weaponry users), no one mines anywhere, and in the end, we get demolished by infantry within five minutes. Inversely, sometimes both teams are so smart, we get stuck endlessly in certain maps that are really irritating to play on in Marathon, such as Sand and Hourglass. Oh, and Under. (But that's just my opinion.)

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