
Subject: Re: B2B on hourglass???

Posted by [Sniper_De7](#) on Wed, 24 May 2006 00:00:52 GMT

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I've called one person a n00b the past week or longer, and that was you. For good reason too, because anybody asking if it's possible to base to base for snipers on hourglass is out of their mind. I don't know if you noticed but if you stand at the front of your base on hourglass there's a HUGE FUCKING HILL inbetween the bases. So why in God's Earth would you have to ask if there's a thing called base to basing with snipers on hourglass? In fact, I believe you either

- 1) Misinterpreted the mod and thought he was kicked for base to basing for sniping (most likely scenario)
- 2) Making this up, though I don't know how you get this material.
- 3) The moderator meant killwhoring with a ramjet on top of the hill. (which isn't base to basing)

The general case is *vehicles* going on the hill and shooting at the buildings. Most servers disallow it, I don't see why. I think I've heard some reasoning that because some people don't know how to do it that it somehow makes it unfair. Another might be that because Nod can drive all over the top that they have an advantage over GDI, who can't drive all over the top. Which, given a team effort GDI can easily take out vehicles on top. I believe it should be allowed because it keeps people from buying ravesaws and camping the base entrance the entire game because if they didn't they'd lose on points, meaning, they'd have an incentive to actually rush and try. (Because normally if you rush against a decent team you'd lose and lose points, so it's not much of an incentive to rush, so they just camp and score what little points they can.)

by teh way, you're generalizing calling everyone n00bs who kick/ban good players. I've only picked on you, because if you want to have some input you might want to like, learn the game
