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Subject: Re: who thinks this is cheating

Posted by [Sniper\\_De7](#) on Sat, 18 Nov 2006 12:14:36 GMT

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friendly fire is a little impractical in a public server, as I saw yesterday. What can be fun is no building repair, though that usually means GDI has a greater advantage it's something that spices up the game more. It makes maps go quick, and strategies are changed. The last time I saw a public server who had it on was a long time ago and it had FF on and there weren't any retards trying to kill their own buildings and I remember it being hourglass and this server was so cool that it allowed hill camping too, so me and someone else who I knew was in the server and we were Nod and we had killed GDI pretty quickly.

Which brings me to another point. For the server owners out there, why, oh why do you disable hill camping? WHY? Do you know what you do, when you make a rule for that? All it means is that now people just have to camp their front entrance and wait for the opposing team to rush, when that rush happens they will die and the camping team will win. If your fear is that Nod has an advantage over teh hill, you're wrong. It's surprisingly even, and that hardly matters usually because all it takes is a bit of teamwork to stop it. It's like saying you can't buy artys on field to whore the war factory because they're too hard to kill in public servers without teamwork. It is part of the map, so why on earth are you not allowing it? instead you make hourglass an hour long and everybody hates the map because it's so damned long.

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