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Subject: Re: who thinks this is cheating

Posted by [w0dka](#) on Sat, 18 Nov 2006 18:42:08 GMT

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Sniper\_De7 wrote on Sat, 18 November 2006 06:14

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.

like you said... because you need smart guys... to stop HC...but on most servers only play guys who buy first as Nod a SBh and if they are GDI a Havoc.... (or on flying maps: copters) regardless if base is rapped and they need engineers or only big tanks out there. Peopl that dobn't know how to stop something what kills them will stop playing. They don't like loosing.

remembering a match on city.... Nod 6 copters, GDI 7 copters. Resst of the team runns around with havocs.... i played on Nod ... just drive a stank and blow their barraacks with a nuke away... noone even looks after it ....sometimes its hard to believe ow stupid some guys are if it goes into tactics.

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