
Subject: Re: Sour Egg Releases NoFear
Posted by [havoc9826](#) on Fri, 19 Jan 2007 07:39:53 GMT
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An attentive player on GDI would mentally keep track of who they've seen/killed and whether they have an advanced unit (and therefore which one) or a free unit. If they don't see a certain player, or a lack of change in that player's score for an extended amount of time, they can assume that the person is either AFK or deliberately staying out of contact with everyone because they definitely have an advanced unit. Until everyone who was in the server before the HON died is accounted for, that attentive GDI player would stay alert for advanced units, especially SBH, and if he/she is concerned enough, he/she will inform the team accordingly when relevant and/or asked for.
