
Subject: Re: Fix outside PTs?

Posted by [saberhawk](#) on Fri, 15 Aug 2008 23:24:56 GMT

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KobraOps wrote on Fri, 15 August 2008 18:14 Killing a barracks would be extremely easy to kill without the pt glitch(which doesnt always work). If a skilled player with an sbh that cloaks (or glitches and doesnt uncloak during plant) after laying a beacon pretty much cant be disarmed in a 1v1 situation. And even if he doesn't cloak its still extremely hard to disarm

Could it be the fact that it's a 1vs1 match for a team-oriented game? I thought those were *supposed* to be hard?
