
Subject: Re: St0rm.Net

Posted by [liquidv2](#) on Tue, 06 Sep 2011 03:40:08 GMT

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i read one single thing and that made st0rm seem immensely better in my eyes, that being only three turrets per team per map
i still think it's dumb but hey, 3 turrets is better than 30

i played in st0rm a few times over the past few days, knowing nothing about the server commands like calling in reinforcements or whatever the hell is going on and i did just fine
if there's things for me to kill i'm a pig in mud
i'm not sure there's anyone over there that's going to stop me anyways
