
Subject: C&C MinesTS is released

Posted by [m1a1_abrams](#) on Fri, 31 Oct 2003 20:08:01 GMT

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Yeah, it's a shame that often a map that's had a lot of work put into it doesn't get played on any servers, because somebody decides that it's a "camper map".

If you're hitting enemy structures from inside your own base under the protection of the base defences, then fine, that's taking advantage of an unintentional map bug. However, lots of people have a problem with simply using the artillery pieces to hit enemy structures from long range... but what else are you supposed to use them for? They're no good against vehicles and there's a reason why the Artillery and MRLS have such a long range. In both real life and the game, they're designed to bombard fixed targets from a great distance :rolleyes:
