
Subject: Renegade Alert Camos Crossing
Posted by [Blazea58](#) on Sun, 06 Jun 2004 12:23:36 GMT
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EXdeath7CnCsoldier08Well, you don't make a map based on a 1 vs. 1 map.

I didnt say he was , i said what about games that are one on one , since the harvesters dont harvest themself. You must do it.

Even if it was based for 1vs1 how do any of you see that having to harvest yourself is a problem?

Think about it this way, you have 1 harvester each right.... well you go harvest your ore, you may see the other comming, then you jump out shoot his till he jumps out, then you kill him etc, and move on..

The worst that could happen is your harvy would get stolen, but then you would either be able to steel his, or destroy his base on time.
