
Subject: hill camping on hourglass
Posted by [ripred999](#) on Wed, 24 May 2006 13:32:28 GMT
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why isnt it fair. can anyone give reasons

i mean the tank kind not the sniper kind

Subject: Re: hill camping on hourglass
Posted by [w0dka](#) on Wed, 24 May 2006 13:35:16 GMT
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Well if Nod controls the Hill...they can bring up 4 Arts with techs behind them an kill the whole base in seconds.... or pointwhore... GDI can only hit a few buildings... Nod can hit everything... because the AGt can't fire on the Hill...

Subject: Re: hill camping on hourglass
Posted by [Sniper_De7](#) on Wed, 24 May 2006 13:49:25 GMT
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and the equivalent would be 6 meds against 4 arties with 2 techs? 6 meds/vehicles would be easy enough to stop it, of course that requires teamwork (just like how Nod's does) so somehow it means more. By the way, you can shoot 3 buildings against Nod and 3 buildings effectively against GDI.

Subject: Re: hill camping on hourglass
Posted by [ripred999](#) on Wed, 24 May 2006 14:13:58 GMT
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and also there comes in the usefulness of the ramjet! LOL

Subject: Re: hill camping on hourglass
Posted by [Sniper_De7](#) on Wed, 24 May 2006 14:19:11 GMT
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A ramjet would get creamed in a second.

Subject: Re: hill camping on hourglass
Posted by [ripred999](#) on Wed, 24 May 2006 14:41:04 GMT
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i mean shooting the arties from base

Subject: Re: hill camping on hourglass
Posted by [Sniper_De7](#) on Wed, 24 May 2006 14:48:52 GMT
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Sniper_De7 wrote on Wed, 24 May 2006 08:49:22 techs

Unless you like not helping your team.. No, just no.

Subject: Re: hill camping on hourglass
Posted by [ripred999](#) on Wed, 24 May 2006 14:58:33 GMT
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what about PICs?

or mobius

Subject: Re: hill camping on hourglass
Posted by [mision08](#) on Wed, 24 May 2006 16:11:28 GMT
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It's a good rule for a small game, 12 players or less. If one team has 5 and the other team has 4. The other team is in trouble, because one team can take out the ref before the other team gets another player.
