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Subject: stop ob walk and ref jump

Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:06:00 GMT

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As far as I am concerned they are both glitches, both ref jumps on field and the obby walk on any map. I do use the ref jump on field, not obby walk though. But I think It is totally fair on Field because of two things. One: Usally GDI laggs when ever they stand on that ledge, so they are usally killed before they can get up (not all the itme though) and the second: Nod needs to find a buddy to do it also, and the AGT usally gives them away instantly.

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