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Subject: Fair play?

Posted by [Anonymous](#) on Sun, 15 Sep 2002 15:22:00 GMT

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What is it when you cross the first piece of water and shoot at the shadow looking tower of the Ref on islands, but because of unlimited missile range you tag the ref for damage??? What is it when you shoot the Refinery in Hourglass from behind the hill??? What is it when you shoot the strip in complex??? The MRL's gives GDI the advantage of unlimited range attacks like FT's give Nod the advantage of not reloading or stealth to get into bases with no problems...it's not a glitch or exploit...it's an ADVANTAGE, period.

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