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Subject: Fair play?

Posted by [Anonymous](#) on Mon, 09 Sep 2002 11:03:00 GMT

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OMG, Not this discussion again. I post this from a previous thread: OK, here's the quote from Mike Amerson of WS: 'Any area where a vehicle can fire from its base and hit the opposing base without a good chance of taking fire is not meant to be there. However, with infantry, any place where infantry can fire at the opposing base (Like in Islands from the Nod base to the GDI Weapons Factory.) was designed to be that way.' That's a first person reference, and you can find the reference to this in this thread, page 2. link I think the MRLs on Island is an exploit, and so do most experienced players.

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