
Subject: Re: wall sliding

Posted by [Dover](#) on Mon, 27 Mar 2006 20:50:30 GMT

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On C&C_Walls_Flying (I'm assuming you mean being a sniper up on the middle hill), you shouldn't have to slide down. In fact, you shouldn't have to climb up for that matter.

If you have a properly co-ordinated team effort, you should have one guy in a transport copter and a technician constantly driving people to and from the hill and healing people with lots of ammo but low health.

Sure, it's low-point-paying job, but people (And by "people", I mean myself) will thank you for it.

I was playing a game yesterday in n00bstories on C&C_Walls_Flying with one guy who did just that. His name was macmikev, and he's a good person for it. It's because of his efforts that I came 2nd in points and 3rd in kills. It was because of his efforts that all beacons had proper sniper coverage, enabling the destruction of the GDI base. It was a good game, and it's all thanks to him. Renegade needs more people like macmikev.
