
Subject: Re: A NEW TYPE OF RENEGADE!

Posted by [Sniper_De7](#) on Tue, 12 Sep 2006 22:51:24 GMT

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What about hill camping or PT glitching (Yes, accessing the pt outside the building is a glitch)
What about two people wall jumping on say field? It's a glitch, then again Nod already has a distinct disadvantage because two people can rush towards the ref and one take an ob hit, so would it be fair that two men can rush the GDI base and wall jump? You can't exactly say which is "fair" and which isn't. The fact that Nod already has disadvantages in quite a bit of the maps, does that mean it should be more lenient towards them in those maps? You really *cannot* say what is fair, because westwood never made it perfectly balanced, that would be near impossible. However, it still largely depends on the better team than it does the side, it still gives a team an advantage.
