
Subject: Re: An opinion piece - "Pointwhore"

Posted by [m1a1_abrams](#) on Fri, 13 Apr 2007 14:52:02 GMT

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No hill camping on Hourglass is a pretty stupid rule, yeah. The map seems to have been designed for it, since like you say, if you don't fight over the hill, there's very little else to do.

There's nothing moronic about camping all game, every game, if that's the best way to win on a certain map. It would only be moronic if you ignored the enemy units and their efforts to control the hill... or didn't turn around to aid the base defence, even though you're aware that a big rush is inbound. Plenty of people do that last part.
