Subject: Hourglass - Someone explain this to me Posted by Try_lee on Sat, 10 Jan 2004 02:06:44 GMT

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It is exactly the same as the enemy attacking from any other place.

If you can't keep the enemy from taking the field on C&C Field then they deserve to get points from attacking the harvester.

If you can't stop infantry from getting in the tunnels and launching rockets at your base they deserve to get points from hitting your buildings.

I can't see what the big deal is... it's a war, you should do anything possible to win.