Subject: Re: Not much has changed?
Posted by Blazer on Fri, 09 Nov 2007 22:00:48 GMT

CarrierII wrote on Fri, 09 November 2007 10:16Blazer wrote on Fri, 09 November 2007 16:122 players using the refinery wall glitch is "teamwork"?

Beats arty or MRLS whoring. To get away with a wall jump in a large public server is pretty difficult, too.

Only because there are more enemies to see you trying to do it. Because you can do it in an 8 player server doesn't mean there is "teamwork".

Teamwork is a 4-mammy rush with 3 hotties repairing each one (32 player server)...I have been in on that and it was awesome.