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Subject: Re: Anti-Typekilling Idea  
Posted by [Spoony](#) on Fri, 15 Feb 2008 12:56:26 GMT  
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Yrr wrote on Fri, 15 February 2008 06:11 So you want players to walk back to their base first and then send a team chat message "stanks inc wf side"?  
you decide what's more important; staying alive or letting your team know about the threat to your base.

if there was a stank rush about to happen and I wasn't in a position to do much about it, I'd WANT to be killed so I could actually help against it.

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