
Subject: SSCP1's unbalance to C&C_Field.mix
Posted by [mac](#) on Tue, 19 Apr 2005 09:37:46 GMT
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There are no balance changes being done Renegade in any core patches.

Walljumping on Mesa is a bug fix, since it was never intended to work in the first place.

I am not aware that you cannot nuke the nod refinery..
