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Subject: Re: Mesa deadzone fix

Posted by [Dover](#) on Sat, 03 Oct 2009 01:32:08 GMT

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liquidv2 wrote on Fri, 02 October 2009 15:53Dover wrote on Fri, 02 October 2009 15:32I'd support this if we also changed the AGT being able to attack inside the mesa, and the ob not being able to do the same.

that has little to no effect on the outcome of the game, and gdi seriously needs help on the map

it's easy to say "Mesa is unfair because the GDI defenses can fire into the tunnel when the Nod ones cannot", but in reality it doesn't matter much if at all

you have to actually play renegade to understand

GDI? Needs help on Mesa?

I lol'd.

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