
Subject: Re: Mesa deadzone fix
Posted by [Spoony](#) on Sat, 03 Oct 2009 02:08:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

AGT shooting the nod harvester really doesn't make much difference. it's only the machinegun and it's only for a couple of seconds each way.

in fact the harv fight is actually more even on mesa than it is on other harv-maps. (field, cityfly, wallsfly, under, and canyon) - because there's less space to use GDI shooters. and GDI needs the early-game advantage cos meds are more expensive.
