
Subject: Re: Mesa deadzone fix
Posted by [Homey](#) on Sat, 03 Oct 2009 02:11:56 GMT
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Nod wins on J1 with a 1.4 to 1 ratio. So yes, it's a Nod map. Pointsfix has little effect on the outcome on this map. Likely because it's a map with a lot of building whoring and killing which works out the same with either pf/pb. A GDI advantage could be useful, at least on the airstrip side. The cave is alright, but with an arty you can aim down (like you do on hourglass) and hit the wf and splash right into GDI's base. Works with meds too, but not to the same extent. I think it should be fixed so you can splash down.
