
Subject: Re: Mesa deadzone fix
Posted by [ErroR](#) on Sat, 03 Oct 2009 10:42:21 GMT
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Nod arty whores tuns, while a gdi hottie can run around and c4 the arties from the back WITHOUT them noticing, most of the time.

GDI can snipe from the side of the Nod bunker.

GDI can harv walk with a humvee, or without anything at all.

Nod can EASILY use a stank to get behind bar or wf while the agt shoots the Nod harv in the tun, then get behind wf, after it shoots the harv for the second time. C4 ref and shoot pp.

You can run with a nod LCG Bh to the bunker then the ref.

One thing i disagree with is the agt shooting the tower were weapons spawn.

But the rest it looks like quite balanced, also one of the most fun maps for me, with many people playing.
