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Subject: Re: Mesa deadzone fix

Posted by [Jamie or NuneGa](#) on Sat, 03 Oct 2009 12:08:16 GMT

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13:37mesa is already a gdi map anyway most of the time.

LOL i used to !gameover NOW as GDI, i loved playing as NOD - fucking arty pressure is bs

mesa is freaking boring as gdi but two teams of decent players gdi can usually do just as well as nod if they can get control of the cave.

p.s @ spoony you can splash infantry if you shoot about 30 meters away from em. But its just luck if you do.

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