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Subject: Re: Mesa deadzone fix  
Posted by [Spoony](#) on Sun, 04 Oct 2009 23:25:45 GMT  
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I wasn't aware that's what you meant.

It shooting Nod infantry is, I think, a good thing. See my earlier post about harv fights. On maps where the harv fight is a viable part of the early game (city, walls, field, under, mesa, canyon, and possibly hourglass) GDI has the advantage in said harv fight - better base infantry, and often a better deal in terms of position and timing. this is fair because GDI NEEDS the early-game advantage, cos meds are more expensive than lights and art.

if anything, gdi needs the advantage on mesa more than the other maps, because on the other maps nod really needs more than just arties. on mesa, arties and techs is all nod really needs. so gdi needs an advantage in the cave. grenadiers are a waste of time, better with an engi. gdi soldiers are ok but less good than they are on other maps because there's less space. the AGT balances things up, i feel.

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