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Subject: Re: Mesa deadzone fix

Posted by [Jamie or NuneGa](#) on Thu, 03 Dec 2009 13:54:53 GMT

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Spoony wrote on Wed, 02 December 2009 16:15 in a 2v2 a med has a decent chance of holding the bridge... plus if once you have a med on the bridge, a mammoth in the cave is total slaughter

the idea is you take the bridge even if the enemy isn't up there yet. plus by having someone grenade the strip you can get a med pretty quick

unfortunatly grenading the air results in the other team getting the box, with a little luck they can get instant arty on bridge.

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