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Subject: SSCP1's unbalance to C&C\_Field.mix  
Posted by [pyroacidk](#) on Tue, 19 Apr 2005 08:18:11 GMT  
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Hi guyz,  
I would like people to vote for the removal of the unbalance in Field.

The unbalance is that on field since sscp1, you cannot nuke the Nod Tiberium Refinery. But yet Nod can still nuke the Gdi Tiberium Refinery & Infantry Barracks.

Also i would like to request that BHS fixes the wall jump on fields. If you dont know what this is, its a bug where if u run into the corner of the wall stopping you getting to the rear entrance of the Gdi Tiberium Refinery, and get a player to run behind you into you, you can jump the wall.

Wall fixes were done to Mesa which once again stopped a tatic used to many players.

Vote Yes: For BHS to remove the fixes, so that you can nuke the Nod Tiberium Refinery, or balance it, so that you cannot nuke both the Infantry Barracks & Gdi Tiberium Refinery.

PyRoAcIdK

Note: Aircraftkiller, Thanks for the spelling fixes.

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