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Subject: SSCP1's unbalance to C&C\_Field.mix

Posted by [Sniper\\_De7](#) on Thu, 21 Apr 2005 22:27:35 GMT

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Nod's wall jump to the GDI's Refinery is GDI's man rush to the Nod Refinery.

You can still ion the refinery from the rock and/or next to the ref, and you can ion the Airstrip with 2 ions. You can harvy walk to get to 2 different buildings on both sides. For Nod you can nuke ref and barr. Sounds pretty even on this part. And besides... Taking out the ability to wall jump only weakens Nod on field... and I don't think Nod needs to be weakened anymore than it already is.

As for the buggy walljump on Mesa. I only have a few words for that - Learn to use a TANK...

and even if the spawn points for field had anything to do with it, what does that prove of anything? That they are running a conspiracy to which to trick people into believing that you can't ion the Nod Refinery anymore?

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