
Subject: Re: Mesa deadzone fix
Posted by [Dover](#) on Sun, 04 Oct 2009 20:49:00 GMT
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Spoony wrote on Fri, 02 October 2009 19:08AGT shooting the nod harvester really doesn't make much difference. it's only the machinegun and it's only for a couple of seconds each way.

It's less about it damaging the harv and more about it providing cover to GDI inside the mesa. If it doesn't make much difference, then there should be no problem fixing it.
