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Subject: Re: Request of my TT colleagues

Posted by [Jerad2142](#) on Thu, 19 Nov 2009 00:39:46 GMT

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Spoony wrote on Wed, 18 November 2009 10:55Jerad Gray wrote on Wed, 18 November 2009 10:20Arty has more splash then the meds, park it up there and it will be equally (if not more) annoying to GDI as any med would be to Nod.

Maybe instead of playing for points you should play for who can destroy the enemy base; after all, anyone one who plays GDI can stand somewhere and lob grenades into the airstip, but destroying the airstrip actually takes a bit of skill, as it requires either the enemy team to be completely retarded, or your team to have some team work. And yes I do have a point with this: when it comes to destroying the enemy base, I have only seen GDI win that map.

make a clan with the best players you know and play 10 games on mesa against either CAG, H2O or TC on the league, then come back and tell me how many you've won.

No one has the exact same skill level, and there are hundreds of strategies to win on mesa, you just have to know ones to counter, or use it to your advantage. Now beings the dead zone affects both teams, I'd just recommend staying clear of it, sounds like a good strategy to me.

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