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Subject: Re: Mesa deadzone fix

Posted by [Jamie or NuneGa](#) on Wed, 02 Dec 2009 16:11:05 GMT

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Arty on bridge is so overpowered now, it can kill the barracks way before a med can drive around and get to it and if the other guy reps the barracks the 2nd arty starts hitting w.f. Plus if someone rushes the bridge arty it can just reverse back and get teched by someone at the bottom.

In 2v2's the map has been made more nod bias, however I think in larger games it may have actually become more fair, yet I have not played any of these.

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