
Subject: Re: Mesa deadzone fix
Posted by [Spoony](#) on Wed, 02 Dec 2009 16:15:16 GMT
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in a 2v2 a med has a decent chance of holding the bridge... plus if once you have a med on the bridge, a mammoth in the cave is total slaughter

the idea is you take the bridge even if the enemy isn't up there yet. plus by having someone grenade the strip you can get a med pretty quick
