
Subject: Re: request of danpaul: Mesa_Rush
Posted by [Spoony](#) on Thu, 10 Dec 2009 09:53:12 GMT
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bridge isn't the only deadzone though; grenadiers on the strip, and tankfights on the side path are affected.

as for the plugin, bear in mind that i'd like to have Mesa2 and Mesa_Rush in the same server rotation.
