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Subject: Re: Community matches - Two minor balance suggestions

Posted by [Xpert](#) on Mon, 29 Nov 2010 21:56:54 GMT

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Hypnos wrote on Sun, 28 November 2010 14:32 I'd love to see it in action, but another idea regarding this would be on Mesa, this time in the infantry only zone.

You saw yourself how devastating a few snipers can be on Mesa, they can easily rip Nod apart if used properly...

Get me a Havoc like in Atomix, and I'll fuck Nod up really good on the infantry side just overlooking their base from the strip. But you're only limited to that one side. Sure you can shoot a couple of arties or buggies and walking infantry, but that's about it. The moment they leave your view like go into the cave, then it's pointless in a clan match.

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