
Subject: Re: ref hop

Posted by [liquidv2](#) on Thu, 27 Sep 2012 18:20:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Major-Payne wrote on Thu, 27 September 2012 10:30It's originally a bug, yes

A bug that has become an essential part of Renegade gameplay on Canyon. Nod can hammer the inside of the GDI base from the comfort of the field, out of the range of tunnel snipers, while GDI can only hit the tip of the strip from a position that is very open to fire, from the nod base, the vehicle tunnel and the infantry tunnels.

The price nod pays for this is the ref hop. Don't take it away. Reinstate ref hop.
your entire post translates to "GDI should be allowed to fall out of a mountain to get into the back of Nod base because there's a hole that Nod can shoot through."

like tristt said, the Nod base has four different ways into it - the GDI base has two
if you want GDI to be able to hop over that wall, that makes 5 ways into the Nod base

your logic is mind boggling
