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Subject: poll: should we fix b2b on islands and walljump on mesa

Posted by [Deathgod](#) on Sun, 13 Jun 2004 04:01:07 GMT

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I'll get some screenies and post them in a bit.

EDIT: OK, go to <http://www.fudonline.com/mesaarty.jpg> for a screen of what to do. It's not horribly effective, the best you can land is probably about 50% of your shots if you get perfect positioning because the spray on the arty at that range makes most of your shots hit the top of the hill instead of the GDI Ref, but it's still pretty BS. As far as I know there's no way for GDI to duplicate this, but GDI can hit some buildings with Grenadiers while Nod can't fight back this way early game, so I guess it evens out in a way.

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