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Subject: Should we fix jumping on barracks on Canyon?

Posted by [mrpirate](#) on Wed, 30 Jun 2004 21:35:01 GMT

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It gives GDI an advantage, too, because if you get PICs or Mobiuses up there, it's extremely difficult for Nod to kill them. However, it becomes difficult for Nod to attack with Flame Tanks or Stealth Tanks, and planting nukes on the side of building can be easily countered from up top. It can be an advantage or a disadvantage for either team, depending on how they use it.

Also, whether or not it was intended to be this way or not is a moot point, because we've all been playing this way for over two years now.

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