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Subject: SSCP1's unbalance to C&C\_Field.mix  
Posted by [IRON FART](#) on Tue, 19 Apr 2005 23:18:07 GMT  
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My opinion: If not everyone can do it, it shouldn't be allowed. Nod is covered by the Refinery, so they don't get hit. That buys them just enough time to wall jump. GDI can't do the same, so I don't think it should be allowed.

Can anything be done about Ob walking? It's possible to get to any Nod building this way. It's probably easiest to get to the Obelisk this way, but it is possible to get to the other buildings too even though those might be a little more tricky. Again, both teams can't do this.

For the Ob walking, is it possible to get the Obelisk to aim for the torso or the middle of a vehicle as opposed to the head or front? I think this would eliminate it.

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