Subject: SSCP1's unbalance to C&C_Field.mix
Posted by Spoony_old on Wed, 20 Apr 2005 09:52:52 GMT
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pyroacidkfixing certain bugs and not fixings others isnt that abit unfair. removing the ramp jump on mesa, has removed nod's best tactic on that map.
Best tactic?

Can you send me your version of Mesa? It sounds so radically different to the file I have that I'd like to give it a try.