
Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [YSLMuffins](#) on Sat, 10 Jul 2004 03:26:54 GMT

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ghostSWTI LOVE sbh nuking up there but i think it could be fixed.

Quote:Canyon is so god damn hard for Nod to win.

So very untrue. Any map can be easily won by any side with the use of one top secret strategy.

"TEAM WORK"

Quote:mining is good and can stop you!

Mine the ramps behind the barracks in the first place.

Mining? I have to wait mines on back of bar? There is a tunnel, 3 buildings and main entrance that has to be protected from sbh. So i have to mine the front AND back of bar + 4 more doors. @ 5 mines per door.... that won't even kill a sbh (walking slow) plus that leaves the tunnel wide open 4 nod to come through....

Get rid of the exploit

You should really use mines as a notification rather than your mainline defense against SBHs. If you're going to rely solely on mines and have no one in the base then a technician would slip by very easily; slowly, but easily.

Case in point, you're placing too much emphasis on the importance of mines.
