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Subject: Re: Mesa deadzone fix

Posted by [Dover](#) on Fri, 02 Oct 2009 21:44:59 GMT

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A possible solution would involve completely re-arranging the Nod base, so the airstrip is closer to the mesa (Maybe to the current power plant location?) so the harv comes at a time closer to GDI's, and moving the obelisk more toward the back of the base to both improve the angle of attack into the mesa and help with snipers off the the right that are currently out of the obelisk's influence (Unlike the AGT).

Of course, that's beyond TT's scope.

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