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Subject: Core Patch 2 Map Poll #1

Posted by [Naamloos](#) on Thu, 07 Apr 2005 18:03:59 GMT

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ChronojamIf you play with me in Bunkers TS, you'll know that Nod can be prevented from even entering their vehicles. Although, that wall that Nod has by the airstrip is a VERY nice touch! It provides an exciting new challenge and gives Nod a chance to get to their vehicles before dying. But honestly, if you leap down on a bike with a shotgun... or an officer... or even peg them with c4...

The recons are in the tiberium area when doing their early rush.

You can't snipe them (infantry) yet since no one can buy a sniper and run to the hill before Nod has recons.

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