
Subject: Re: C&C_Twilight.mix
Posted by [JRPereira](#) on Tue, 10 Jan 2006 22:23:27 GMT
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The map looks to be extremely wide open. I agree with the comment about having cover. Also, the map appears to be a straight line between GDI and Nod - are there alternate paths, tunnels, etc.?

How long does it take for infantry to walk between the bases?
