
Subject: Re: C&C_Death_Pass
Posted by [matty3k10](#) on Thu, 19 Oct 2006 17:06:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should remove the obby and agt all togeather, this would be a never ending map on a marathon, and most likly GDI would always win...

And my ubber turrets pwn infantry and vehicles
