
Subject: Re: C&C_Death_Pass

Posted by [crazfulla](#) on Fri, 20 Oct 2006 01:06:15 GMT

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razorblade001 wrote on Thu, 19 October 2006 14:38

Ahh, but you see, I fixed up the turrets a bit. I made them fire faster, and made their shells into medium tank shells.

Which makes them more of an opponent.

Then why not modify the GDI defences as well?

razorblade001 wrote on Thu, 19 October 2006 14:38Also, don't forget, that 3 of the 6 Guard towers are quite visable to an artillery. And wont be shot at from them or the AGT, so they can be taken out easy.

And that gives Nod and advantage...how?

GDI has an obvious advantage on bottleneck maps. Usually if I include and AGT/OB I have atleast 2 different vehicular entries to the base plus inf tunnels. Makes people work as a team to cover more than one access point, rather than just camp in the front like noobs (as on hourglass) and just slug it out. Personally I don't want a slugfest. Nice map for the texturing/lighting though.
