

---

Subject: Re: C&C\_Death\_Pass

Posted by [R315r4z0r](#) on Fri, 20 Oct 2006 02:41:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I did fix up the Guard towers too, but people found they weren't working correctly, so I reverted them back to normal.

And like I said before, Nod has an advantage because they can attack GDI's powerplant without the AGT hitting them. Where as GDI Can't because the turn is to narrow, and the Hand of Nod is in the way.

Trust me, I thought out the layout pretty long and hard, it is balanced.

For example, that hill that GDI's forward bunker is in, isn't just there to look pretty. A small group of stealth tanks could wait behind there as some GDI tanks pass by, after which, the stealth tanks launch an assault on the AGT.

---