Subject: Putting mutant classes into maps
Posted by TonyMontana on Sun, 06 Jun 2004 02:35:28 GMT
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Just keep them as extras, Id on't think I ever saw a map where mutatns were allowed as regulars...oh wait

C&C_Woodland.mix has those, you should contact Sanda the maker for Oasis_Flying & Woodland.mix

both maps are availible from unrules.com map packs.