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Subject: 2 New Maps!

Posted by [Anonymous](#) on Thu, 13 Feb 2003 18:38:00 GMT

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For the love of god, change the wall texture for Nod, a GDI texture doesn't look very good for a Nod wall! A little more thought might be needed, no where for infantry to rush without the ob trying to join. And worse Gdi is at a dis, because Nod rushes would be much easier, and they could do some easy long range without fear from the AGT.GDI rushes could easily be stopped by Ob from a distance, while the team takes care of the rest of the rushers. hope you will fix these minor needs.

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