
Subject: Re: C&C_WartornValley
Posted by [Alkaline](#) on Thu, 24 Nov 2005 05:44:21 GMT
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nice concept, but poorly executed..

Nod has a big advantage on this map, It only has 1 entrance to defend, wher as gdi has 4 and on top of that the bases are split!

WOuld be interesting if both sides were split...
