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Subject: Re: C&C\_Death\_Pass

Posted by [crazfulla](#) on Thu, 19 Oct 2006 15:26:24 GMT

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MaidenTy1 wrote on Thu, 19 October 2006 10:09crazfulla wrote on Thu, 19 October 2006 09:51turrets pwn vechs  
lol?

LOL is giving turrets artillery shells

on a more serious note, GDI has WAY too much defence. Considering they have the firepower advantage and it is a 'bottleneck' map I suggest removing a few Guard towers.

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