
Subject: Uneven map idea

Posted by [Infinint](#) on Sat, 05 Jul 2003 19:49:16 GMT

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Havoc_elitewell it will affect de gameplay and tactic that is used, but if its also fun... I duobt it realy, you either need a verry good working team or unbalanced team players (Exempl: 7 Nod players VS 12 GDI players, GDI has no base defence).

thats a good idea and would work but once the nod defence gose down then there going to lose.
