

---

Subject: City map design

Posted by [Starbuzz](#) on Tue, 14 Dec 2010 02:30:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How is it that every GDI vehicle can squeeze thru the little ally while the Nod APC and Arty can't?

Is there anything "strategic" to this? It was just how the map was made and it was found later that those 2 vehicles couldn't fit thru, right?

---