
Subject: Re: New mapping project C&C_?

Posted by [iRANian](#) on Wed, 09 Nov 2011 21:40:17 GMT

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It's more imbalanced than it seems, Nod can get an Arty behind the Tiberium Refinery and shoot the middle entrance and they also can get an Arty behind Hand/Ob/Air tower and shoot the outer entrance. Because GDI tanks suck ass in Renegade it'll be even harder than on Complex or Canyon for GDI to win.
