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Subject: C&C\_Bio Testing

Posted by [Halo38](#) on Wed, 24 Sep 2003 18:14:31 GMT

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It's freashers week @ uni

I've only just read quite a few of the messages, I have already removed the base defences and replaced them with 4 improved nod turret and 4 gaurd towers

Maps with no defences are usually some of the best so it actually promotes winning by base destruction (the way it really should be) and not by points. in all fair ness when was a map with base defences ended by base destruction on a 50 player server you simple don't have a chance...

g2g busy

thanks havoc for the info

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