
Subject: Re: C&C Land Day - Rerelease
Posted by [dblaney1](#) on Thu, 11 Dec 2014 19:13:14 GMT
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Xpert wrote on Thu, 11 December 2014 11:18I would use it if it weren't for the sniper tower you added. The AGT originally went there and during ACK's design of it, he was going to add silos for both teams but scratched that idea. I would of preferred silos or nothing at all.

I can give you it without the sniper tower if you want. I have it both ways. The sniper tower actually works out pretty well though. There's a weapon spawn up in it. Nod has a weapon spawn on top of their power plant.

I added the sniper tower because that area looked really weird being blank like it was.
