
Subject: C&C_Egypt

Posted by [Titan1x77](#) on Wed, 24 Mar 2004 00:17:07 GMT

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

Only reason it looks like Terrace is that the mountain texture is the same.

Other than that its completely different.

and there plenty of objects and cover in this map...theres 2 small villages not shown in the SS's

theres 4 ways into each base(2 thru the front, 2 around back)...and both AGT's are alive...

there will be

Dual PP's

Dual Base defenses

Conyard (with a repair pad built in...will not make mines disappear either)

Barx/HON

Refinery

WF/AIR

Silo
