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Subject: Maps

Posted by [thrash300](#) on Wed, 11 Oct 2006 01:32:08 GMT

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Who would want to play on a map with 2 or more AGTs and OBs?

How many players do you think would make such a map a decent game?

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Subject: Re: Maps

Posted by [Ryu](#) on Wed, 11 Oct 2006 03:14:10 GMT

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C&C\_Ciaro

Thats a great map, And Remember

3x Advanced Guard Tower's

3x Oblisk's

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Subject: Re: Maps

Posted by [thrash300](#) on Thu, 12 Oct 2006 23:40:53 GMT

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HUH, I didn't know, thanks.

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