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Subject: Re: C&C\_WartornValley  
Posted by [Naamloos](#) on Sun, 20 Nov 2005 11:55:52 GMT  
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Quote:why the hell does GDI have two bases (with guard towers) and Nod only has one (with zero base defense)?

I got bored of the normal lay-out of renegade maps so that's why.

Both sides should be balanced this way, Nod only has 1 way into their base, while GDI has 4 in total, so I gave them some guard towers, and a free weak hummer (which respawns after a while) for transport between bases.

Quote:Would you like MP-gaming.net to host this on our downloads page instead?

Anyone is free to host my stuff as long as I get credit.

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