No mirrors.

Quote:It's a bigass map, pretty hard to survive

You aren't supposed to be able to finish it solo. However I will place a few basic rifle and health spawners at "rest points" so you can recover a bit. I may also add PT's inside the barracks for basic infantry only, but the engineer would change into a limited ammo medic type unit, maybe anyway, I'll see how it works out.

For the final stage (which is still far away from being added) I will make a large Nod base which needs to be destroyed.