
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 13:11:33 GMT
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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.
