
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sat, 21 Jul 2007 16:49:13 GMT

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Trust me, I already thought of that. The bases are well defended.

I first off positioned the AGTs so that they have the best angles possible.

Next I made climbing on the side cliff to the GDI base pretty hard without the AGT spotting you.

Also, as I said in the OP, each base will be surrounded by destructible walls.

There are going to be Guard towers located on the side and back ends of the base.

EDIT

OH! LOL, the screen shots didn't show it XD

Guys don't worry, the bases separated from the map because of a cliff that runs along side the base.

Here, this is an OLD image, but it is how the bases are separated: