
Subject: Re: C&C_Epocilation

Posted by [IronWarrior](#) on Sat, 21 Jul 2007 22:12:26 GMT

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EvilWhiteDragon wrote on Sat, 21 July 2007 16:24 Only possible problem I see atm is the distance to the base defences. If the open part to the base defences is too large you can't really rush, so please keep that in mind.

Besides that, it looks SWEET!

Shouldnt be a problem, there are many maps I played in that have a same setup, it all needs is a big rush.
