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Subject: Feedback Request (C&C\_AD\_Gateshead)

Posted by [Duke of Nukes](#) on Tue, 25 Mar 2003 00:01:46 GMT

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I figure I'll be the voice of sanity and offer some advice until you get flamed. I noticed a bug where the beacon win doesn't work for Nod, and c4 disappears when thrown. The map itself is not necessarily a bad idea...but if one side is limited...both sides should be limited. Nod has the excellent base defenses against APC's...while Nod can sit back and pound away at the gunboats from far away. GDI's strength is tanks...and you took that away...but left Nod with infantry and tanks.

I would suggest taking out the obelisk and making the turrets more accurate and stronger...as well as doing the same to the airstrip as you did to the weapons...

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