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Subject: C&C\_Forgotten\_Town (Warpath Conversion #2)

Posted by [Halo38](#) on Sun, 09 Nov 2003 05:18:55 GMT

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Titan1x77Halo38

The tunnels in tobruk are there so you can attack the enemy trenches from behind. Please i don't want to hear any more on how bad these maps are as i already know what your going to say as i feel the same.

The ones that i haven't bodjed are hybrid forest, bio & lava (for lava see laeubi's RA mod)

i was talking about the forgotten town tunnels...can't wait for the other maps

They are so there is more than 2 ways out of the bases and so infantry can quickly get to the town not having to run round and taking ages to get there

Edit: or do you mean the tunels with the supports in them.... those allow infantry to get closer to the enemy base with out running miles across an open field there would be no chance of suprise if the tunnels weren't there.

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