



MiG Game Rules 3v3/2v2 (by -RaMoNa`)

Played on TF map, With the starting money of 50,000\$ (50K\$).

Each team has 1 China + 2 GLAs (any GLA is allowed - GLA/Demo/Toxin/Stealth-).

Team positions:

China in the middle and GLA on the sides.

Units allowance:

- China army is allowed to make MiGs and Helix.
But not allowed to make ground army(including BlackLotus) except Gattling Tanks in his base only. (not allowed to go to oil or GLA's Base using them). also not allowed to build defenses in GLA's base.
- GLA's are not allowed to take China's dozers, making scud storm/demo bikes. And can only make up to 2 stingers near oil derricks.

Money limit:

- GLAs can have 5 black markets only (including the fake ones).
- China can have 20 Hackers only. china is allowed to give the GLA's his supplies dock. but not allowed to build defences next to them.

MiG vs MiG:

Both Chinas can attack each other (with Migs/stars).

This Game is only about Team-play. if any player fights alone will lose (noob).

GOOD LUCK GENERALS.