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Subject: \*\*\*NEW MAP\*\*\* im working on  
Posted by [Anonymous](#) on Wed, 24 Apr 2002 09:42:00 GMT  
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oh yea i am planing to have all sorts of things out there and even a platform that goes almost all away around the level for snipers and for a way to get around with out tanks seeing uas for what it mines tiberium (dont know how to spell that sorry)there will be a refinery and a hav. behind a wall and a 2 story building in the middle of the wall for defending the ref.and i will put those guns u can control on top of the buildingand i will probably put pt's in the buildingbut thats after i get everything else workingthe whole point is to get half your guys defending the ref. while the other half fight and try to destroy the enemy base[ April 24, 2002: Message edited by: grant ]

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