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Subject: TD Strategies.. what was your favorite?

Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:32:00 GMT

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Havoc/Commando sure has changed a lot since TD! anyways i would like to see a level that had a town in the middle like RA2, this way to own the center of the map you would have to own it with infantry becuase tanks would have a hard time manuvering in it. This idea is gets even better when flying ships go into play. I would also like to see a very classic TD dawn level, like one taken out of a mission and it would be very huge making it a prime place to have snipers.

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