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Subject: Looking for someone to texture my map  
Posted by [Anonymous](#) on Sat, 21 Dec 2002 17:46:00 GMT  
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Ive finally completed my map, due to time constraint im currently dealing with in real life, I do not have the time to finish the textures. I am currently looking for a volunteer to assist me with the process of completing the textures for my map. Map is being called "Fortress." It is a very large battlefield, with one primary entrance into both "Nod" <--[corrected to suit Aircraftkiller] and GDI's base. Above the tunnel to enter each base is a bunker/fortress with accessible tunnels inside each base. I made the map large to stop the lame base to base attacks with artillery and MRL's and due to the construction of the fortress in front and the wall, it will make it even more difficult to attack from range. I have included the building setup for flying vehicles. From what i can tell so far it will be a very low poly map. I still have yet to add a couple tiles and maybe a few extra bunkers and sniping towers, and turrets for each side. As a whole, i do not plan on adding any extra vehicles, but plans are in the works to add sniping ability to a few extra weapons, make rocket launchers guided, and a few other simple additions. My main purpose of this map was to add a map back into the fold which put a emphasis on tactics and put the blood back into the battlefield. If interested in helping me finish this map, please email me at [lordqane@icqmail.com](mailto:lordqane@icqmail.com). Thanks for your interest, Khaldor, AKA [BR]Qane [ December 21, 2002, 21:12: Message edited by: Khaldor ]

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