

---

Subject: old overlord thread

Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

dude sweet map!!! although it'd be cool if u could change the wooden planks leading off the gdi ship to metal so it'd be more realistic also is there a way to incorporate an objective? Like a building to destroy or something... otherwise it's a win by score... cool map!

---