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Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 21:10:00 GMT

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just for evreyone's information i'm completely redesigning warzone and desert storm, and i am also making a trenches map. warzone will be bigger hvae terrain that vehicles get stuck on less and working conyards, and maybe comm center/ temple of nod but with no interiors. desert storm will be completely redone and will be quite large and will requier C&C\_afghanistan type team work when playing. trenches will be two baseswith just vehicle and soldier factories and repair pads. the bases will be sepaerated by a " no man's land" filled with various traps. each base will have its own trench with pillboxes and barbed wire. planks of wood will allow tanks to cross the trenche in order to reach the enemy base. both bases will have destroyable walls surrounding them and possibly dsetroyable base gates. there will be no obelisk/agt but plenty of turrets/guard towersi also plan to release a deathmatch map of one of the single player maps. i don't know which map to use so i would like some suggestions please.

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