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Subject: sam sites in a multiplayer map

Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:48:00 GMT

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well, I wouldn't even put in the sam sites at all if I were u, in most of my maps, I make the building destroyed at the beginning and I have spawners for the gun emplacement, cannon emplacement, and rocekt emplacement in front of the base d, they respawn so they r permanent, and u need someone manning it, so it makes it more even, and seeing as GDI doesn't have a SAM site, the map would not be balanced.

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