
Subject: Snowfight2004 in need of hosting
Posted by [WNxCABAL](#) on Tue, 14 Dec 2004 21:51:22 GMT
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Well, with the map layout being like below:

```
=====
GDI =====Nod
BASE=====BASE
=====
```

(in other words an head to head map)

I have put the whole B2B situation at top priority to control.

Which I have.

the MRLS, Arty, Gunner, Rocket Soldiar, Sniper, Havoc, Sakura have all being eliminated just so its not a base camp fetish of a map.

What I 'might' do to get the stealth tank & mammy equalised, is to give the mammy the Stanks weapon, and likewise, the Stank has the Mammys weapon

Would be interesting to see how that works out.

Powerful Weapon & Weak Armour & Fast & Small (stank) vs Not so Powerful weapon & Heavy Armour & Slow & Large (mammy).

Lets face it, the stank will have a better job than any, I mean, lets face it, who wouldn't spot a Stealth Mammy Rush?

Its all for fun anyways

But if anyone else has a better view or idea, please share!

Hurry though, the BETA for my Testers is this week

C ya

Andy
