
Subject: Unique Map Idea -- Twenty-Million Structure Maps

Posted by [Dr. Lithius](#) on Mon, 25 Apr 2005 18:13:50 GMT

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Hm. 2000_years' responce pulls up another interesting question. I know it's perfectly possible to modify vehicles and whatnot, so. . .if someone makes this map, how about adding a "True Tiberian Dawn" script with the map to make all the structures weaker, infantry stronger, insane C4 damage, etc. etc.? That might be the perfect solution to the balance issues, but then, might defeat the purpose of wanting to construct such a map in the first place. . . Hm. . .this definately requires some thinking to it, for sure.
