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Subject: What have I been up too?

Posted by [Triforce](#) on Tue, 06 May 2003 20:15:00 GMT

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Yeah, I deleted the top part to make more like the TD one. The E3 model is almost an exact copy of the one used in TD, minus the 2 extra tiberium silos which would have made it a huge building, and its far more detailed than the one current one. I've been thinking about the tunnels and the new MCT locations and I've come up with this, 2 have to happen to make it work. One, I have change the basic concept on how the map is laid out like Ack said, and Two, Players are going to have change thier own playing style to make a sucessful attack. Single APC rushes aren't going to do anything here, nor is MRLS / Arty camping. I think its turely going to take a team effort to take out a single building, even more to wipe out the base. As for tunnel hoarding, there will ways to get into a building via an undergournd connection to a cave or someother place on the map, so it could be posible to enter a base without ever coming up to the surface, and in sight of the AGT / Obelisk. Cloak and Dagger runs is what will likely work the best for Nod, And GDI can distract forces on one side of Nod's base while an APC or 2 slips in the back and unloads 8 Hotwires into the Power Plant. I'll make sure there is more than enough ways to get into the base, and at the same time make it easy to deffend. I think I'm going to call it C&C\_Egypt, but at the moment its creatively named Ruins2 . All constructive posts so far, well, almost. Its helped me think of some ways to improve already.

Triforce

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