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Subject: Busy on a new map. Good idea?

Posted by [-IC-sniper7](#) on Sat, 23 Sep 2006 13:11:20 GMT

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My map is going to be an island group in a sea. The bases of both teams are spread over a group of small islands close to each other with on each island 1 building and some SAM site defences. The water will not be accesable meaning the only acces to other islands is thru teleports or with orca's. I dont know if tanks will be available because i dont have an idea for them yet. Making bridges between the islands is what i'm trying to avoid. Do you think this is a good idea?

if you have any suggestions/ideas/tips then feel free to post

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