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Subject: Uneven map idea

Posted by [frijud](#) on Mon, 07 Jul 2003 15:17:46 GMT

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Assalt Maps. I didn't know they already had a name. Thanks Dante. Originally I thought it would be best for the team without a base defence to have a good "choke point" where it would be difficult to enter the baes. However I don't think this would be a good idea because GDI would just plant a mammy or two at the choke point and camp. No fun in that.

What about this idea. Base defences activate after a given amount of time. I don't know if this is possible with the renegade engine, but it would be interesting to play. Sort of a pseudo-Assalt map.

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