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Subject: (new map idea) Space station

Posted by [boma57](#) on Mon, 11 Aug 2003 00:14:22 GMT

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Infininti see a few people have already did something like this, hey Taximes can i barrow a few of though skins for nod  
or maybe we have all nods units the chem warror W3D, and then to make it more realistic i'd have to make it sonod dint get killed when thay stepped outside so id need to make the death zone only effect gdi.

I lost the skins in a format, otherwise I would give them to you.

What I was planning on doing, though, was having "airlocks", etc. Each team would have a few characters that could only stay inside the space station, and a few characters that could go outside, with the ones that could go outside being the ones who have the chem trooper skin.

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