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Subject: How about a King of the Hill map?

Posted by [wkw427](#) on Sun, 23 Aug 2009 00:26:33 GMT

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Me and my friend were having fun playing some defender/attacker games where a structure must be defended and I was thinking I should make a map.. This is just a concept

there is no wf or airstrip, so it is inf only. GDI has a ton of AGT because they are the attackers, they aren't ment to be attacked at all, unless the team really, really sucks

Nod only has HON, pp and ref and a few turrets. Theres an overlook so snipers/gunners can shoot the HON, and tunnels similar to tunnels in C&C Snow.

the concept is simple. GDI has to take out the HON and they win. If the HON survives the allotted time, Nod wins. Players on Nod start out with a large amount of credits, lets say 5k and GDI start out with only 1k..

Whats everyone think? On a map where GDI is defending, the turrets and AGTs would be switched to guard towers and obbys

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