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Subject: Re: C&C\_CliffRaid \*WIP\*

Posted by [TankClash](#) on Thu, 29 Mar 2012 22:46:22 GMT

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Do something different, maybe add more terrain between the two bases, with small hills and slopes for cover, maybe a small city in between... it just looks like another Under or Field level, tired of engaging vehicles while I leave my base... mirror bases are too common...

It looks good if you were going for games that end as soon as one team gets enough vehicles for a rush, if that was what you were going for... just saying

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