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Subject: Started to rework tib pit 2

Posted by [Titan1x77](#) on Thu, 13 Mar 2003 08:50:22 GMT

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ive added the AGT and OB.

Moved beacon ped's closer to base but still kept them outside.

Removed all trees and made more hills.

realigned the pp's in the pit and made a few electric walls inside pit.

Made 2 new ways to get to the top of the dome.

Im open to all suggestions!!!!

if you need to d-load the map go to CnCHQ.com it's in the downloads section.

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