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Subject: Re: new map idea

Posted by [spreegem](#) on Sat, 31 Jan 2004 00:51:44 GMT

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kittyhawk1 would take the original islands map and make the following changes:

[list]Have a C-130 crash to block off vechiles from going to each others bases

There would be a rock slide to block off the tunnels

Then I wuold make spawning hovercrafts so u can go out on the water and come around by water to each others bases

I would add a hover MRL to both GDI's and NOD's PCT.

I would have spawning harriers and sam sites up so u can fly to each others bases

Some vechiles will be disabled because i see no cause in them being there[/list:u]

OK so its a little much

This is just an idea let me kno wut you think

You could just make a completely new map. I think that would be better than editing an existing map.

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