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Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 19:43:02 GMT

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Interesting base layouts, but the secondary path that goes behind both bases seems to be undefended by the defense structure. In that case, there would be no purpose for the main field area until defensive structures were down. One way to rectify this would be to put walls to funnel that back path so it comes out right in the middle of the base instead of behind the refinery. Or, you could put defensive structures back in the base so that it can cover both sides, but you should still put little walls so an APC can't drive right up to the Refinery with minimum contact. Also, your main field plays with either one team being on someones doorstep or vice versa, because it's two small fields with a choke point in the middle. I'd just make one big field out of the two and eliminate the choke, but have a river or two running through it.

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