
Subject: C&C_Ghetto

Posted by [SuperFlyingEngi](#) on Thu, 08 Apr 2004 02:00:43 GMT

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If anyone's making a map, I think the best idea would be a huge uphill battle map. One team starts at the top, other at the bottom, here's sort of how it would work:

Upper Team: Big base ringed with defenses at the top of the hill. Buy vehicles here. Several smaller bases for infantry down the hill. Tank holes, bunkers, and gun emplacements lining the hill all the way up to help stop attackers.

Lower Team: Small, shielded vehicle/infantry base at the bottom. Some BIG custom-made artillery pieces to shell the hell out of the hill. Like the RenAlert mobart, only emplacement piece and bigger shells. Some staging areas for mounting up big vehicle assaults.

The map would be an upward hill, with several interconnecting winding paths weaving up the hill. Goal is for the team at the bottom to destroy the base at the top with a beacon or something. No stealth "N00b Hands" or whatever, just big 'ole tank fights up and down a tactically open battlefield. Base on the bottom would have better tanks and units available, but top base's defenses on the hill side would be well entrenched, and good cover spots for infantry and tanks.

If anyone else sees how awesome a map like this could be, please, go on ahead and do so. My priorities do not currently exist in learning to use gMax and making Renegade maps.
