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Subject: Just a thought

Posted by [flyingfox](#) on Thu, 01 Jul 2004 15:57:52 GMT

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Have any of BHS considered modifying the WW maps themselves?

What I mean is, after these fixes have been done, we might lose some tactics such as jumping from the bridge on canyon over the barbed wire to the barracks. This idea might not go down well, but have you thought about adding new passageways or anything like that?

For example, expanding bases like the back of the bases on City. Or expanding the barracks side wall on Canyon to give people more leeway to take out enemy tanks in the field. Really just things that make the game more enjoyable, but nothing that would ruin gameplay.

What I'd like to focus on are things that give a losing team a disadvantage. Such as minimal attack routes to get rid of offending vehicles and characters. Consider all the levels. How about C&C field. There's only 1 way in and out of each base. Things start to suck when 1 team is pinned in their base and can't break free because their team just doesn't have the co-operation and ingenuity. What if you were to add an alternate route INTO the field. I know there's a waterfall, but that's only for infantry and artillery often pound the way out. What if.. and this is just theoretical.. you were to add a tunnel big enough for vehicles, but not mammoth tanks, somewhere around the weapons factory for GDI. It could be in full view of the base defences to prevent the enemy team from using it to their advantage. It could start from just left of the front of the base, and lead out from inside the hill on the left in the field. Nod would have just as much chance using it to attack as they would the front, but it would help people flank the enemy and break out of their hold. A similar passage could be placed in the Nod base. They would also be beneficial to teams attacking because people tend to get bored pounding just 1 place all the time and would have to focus on 3 including the waterfall.

I only want to focus on things that would make the game better and more enjoyable for both sides. You probably won't be doing this anyway so this post was probably a waste of time.

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