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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:35:00 GMT

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ive been making a map similar to your description. I was going to use c4 instead of becons though. I would have to remove the timed c4 you start off with and put some remote c4 in an armory (or any other realistic location) rather than using sentry guns to defend the chopper. I'm simply using multiple spawn points. GDI can either spawn near the chopper, next to a truck and possibly from an underground entrance. The weapon you start with depends on where you start. The underground entrance will contain a shotgun and there'll be a sniper rifle in the chopper. Good luck with your map

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