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Subject: Tower of Power Map idea

Posted by [ThunderChicken](#) on Sat, 19 Apr 2003 03:47:39 GMT

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And, about B2B, Maybe have the bases surrounded by mountain sides, with a path leading to the top of the mountain for B2B, where snipers can easily reach and kill them.. Or, maybe just a bridge leading across where you gotta duck the full length to avoid base defenses?

Just a few random thoughts..

\*forgot\*

Isn't the idea of B2B, to be covered by base def and be able to shoot enemy structures? You aren't covered where defenses can't shoot, in this case the top of a mountain.

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