
Subject: Re: C&C_Tiberium_Wasteland

Posted by [Alkaline](#) on Wed, 07 Dec 2005 00:38:04 GMT

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ok, tried it out. Yes you are right about thte C&C_Delta confict.. too bad about that, it would definatley need to be fixed

Now some comments,

yes, crates are needed, no crates any where. The spaceship definatley needs some, and possible some way to get on top and have a snipping position.

Gdi can very easily sneak into enemy base by creeping along the edge of the walls with tanks/infantry; but nod gets hammered if they try to do this. Maybe make some treches or something along the edges of the map on the entrances that force gdi to get closer to the obelisk when rushing nod.

Recons should have some armor, 150/150 would be nice and perhaps increase the rate of fire. Also Gdi should have the golden recon bike (like in titan's maps e.g. country_side)

other than that the map looks really polished! Fix up some of these little bugs and we'll get in Mappack7D (release eta Late Jan/Early feb 2006)
