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Subject: Omaha Beach

Posted by [Dante](#) on Thu, 29 May 2003 18:54:29 GMT

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SpikeBobJonesI did a new mode a loooong time ago, doubt any of you were even around then. It was within the first weeks of the tools' release, before much was known, before temp presets, animations, new models, and all that. It was an Assault map, the first and only one. GDI on the boat, would make their way up the beach, up to the top of the landing where they would climb one of two towers to place a beacon atop the giant cannon to destroy it. Nod would defend the cannon and hold off GDI advance. It was perfect, especially considering how long ago it was released.

wasnt that like overlord?

I think overlord was ok but it needed bots or sumthin

read the readme, it was overlord...

anywayz, there are alot of AD maps, and now scripting support for it properly, problem has always been, no one plays them.

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