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Subject: Silos, rep pads, etc.

Posted by [xpontius](#) on Thu, 04 Sep 2003 01:19:04 GMT

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Im in the middle of a map I plan to use in the future and realized that the 5 default buildings are fine and dandy but I'd like to exploit the other buildings to their full advantage.

I got some nifty spots to put some extra buildings. I just need some help to know how to work them into the map.

The empty spots in middle are the target areas. Dont pay attention to surroundings, they are still in progress.

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