I just had the idea of creating a map simular to Air but even cooler than that

The area on this map is rich of blue tiberium which i why GDI and Nod are battling there.
Both teams will have 5 Aircraft Carriers at their disposal and can get a maximum of 10 F-207 jets
as seen on Air and 20 Orca's.
There will be 5 Chinooks, one per Carrier, also will be advanced infantry available too but no
beacons.
Snipers will have 3 bullet clip, ramjets 2 bullet clip, they do very limited damage to the jets.
I plan to have manual controlled anti-air on the map too.

The jets must fly over the island in order to reach the other team's Carriers (for gameplay
purposes really). You cannot fly around the island.
There are SAM Sites guarding the area over the island. There will be two powerplants per team
as well, one powerplant controls the samsites on the left of the island, the other on the right.

I'm still pondering how to properly make this map so bare with me lol
I think it is good to force people to take out the samsites or the enemy powerplants before they
are 'easily' able to bomb-away the enemy carriers.

Here a screenshot, some will recognize it from TCW:
The carrier is from CNC3 and was retextured by Mauler, exported by Mauler too i think.
Oh and the Palm trees are his too
Note this is a wip and the shot below is not final..