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Subject: Map Idea - Anyone interested?

Posted by [SuperFlyingEngi](#) on Sun, 01 Feb 2004 00:18:00 GMT

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I thought about the choke point in the middle, and I had a new idea, so I drew up a [really really] quick 3D image of what it might look like:

<http://www.n00bstories.com/image.fetch.php?id=1108683723>

Pardon the horribleness of that image. Anyway, there would still be the two field seperated by the choke, but a big bridge runs from each base to the edge of their field. Then the bridge gets cut off and there is rubble or whatever, symbolizing a broken bridge, and there will be basic defensive structures for each side on the end of their bridge. Now, on the bottom field, tanks can go under the bridge or right next to it. However, the bottom should allow at least two mammoths or 3 mediums to pass underneath side by side. So, tank drivers can go up on the bridge for a vantage point or try and take the lower field to get to the enemy base.

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