

---

Subject: New RenAlert Map WIP Need IDEAS!!!

Posted by [SuperFlyingEngi](#) on Fri, 20 Feb 2004 01:44:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Use Dante's idea, except have a couple of large bridges that vehicles can travel on, and then have 4-5 smaller bridges that will only accomodate infantry. This would add a dynamic infantry role to a map that otherwise would heavily favor vehicles.

To give infantry some more usability, put some bunkers on each of the little islands in the middle of the map. Thus, infantry can hide, and it would make for an interesting game to have 4 tesla troopers ambush a medium tank and completely destroy it.

Also, don't give the Soviet side the Tesla. It would unbalance the game in that the Allies get this bunch of wimpy turrets and then Soviets get a huge Fry-i-lator.

One last thing, a big underground tunnel complex for infantry and maybe tanks would be cool. There would be a big entrance in each base, and maybe one or two small infantry entrances located on the small islands in the middle of the map. In the tunnels, you could make a main area, have several small areas, or make it like a labyrinth that highly favors ffast units over slow ones. [E.G. A light tank could fairly easily take out a mammoth tank.]

---