

---

Subject: maps

Posted by [Torn](#) on Tue, 11 Jul 2006 20:51:51 GMT

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

---

cool idea for a map but i was wondring if ther alreedy is 1 out there.im looking for a map that has like huge bases and lots of defeces and is ther a map with more than 1 refinry or weaponsfactory

---

---

Subject: Re: maps

Posted by [Zion](#) on Tue, 11 Jul 2006 21:30:54 GMT

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

---

Yes, this is definatally Moee/Sensitive.

And yes, there are maps like this. Afganistanbeta2.pkg has two bases per team and their are other maps (Cairo.mix to name one) with multiple base defences. Have a loon on the internet.

---

---

Subject: Re: maps

Posted by [futura83](#) on Wed, 12 Jul 2006 08:20:17 GMT

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

---

more than one building of a type would mean that marathons will last longer, and multiple agts/obis would make people work in a team more.

it would stop 2 apc getting past

---

---

Subject: Re: maps

Posted by [jnz](#) on Wed, 12 Jul 2006 08:36:34 GMT

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

---

yes, but with these maps, renegade can be boring. usally there is n00bs camping in their base. and you cannot sniper because they are normaly in a tank/vec.

but i do like them if poeple dont camp like, n00bs.

---