
Subject: How about a King of the Hill map?

Posted by [wkw427](#) on Sun, 23 Aug 2009 00:26:33 GMT

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Me and my friend were having fun playing some defender/attacker games where a structure must be defended and I was thinking I should make a map.. This is just a concept

there is no wf or airstrip, so it is inf only. GDI has a ton of AGT because they are the attackers, they aren't ment to be attacked at all, unless the team really, really sucks

Nod only has HON, pp and ref and a few turrets. Theres an overlook so snipers/gunners can shoot the HON, and tunnels similar to tunnels in C&C Snow.

the concept is simple. GDI has to take out the HON and they win. If the HON survives the allotted time, Nod wins. Players on Nod start out with a large amount of credits, lets say 5k and GDI start out with only 1k..

Whats everyone think? On a map where GDI is defending, the turrets and AGTs would be switched to guard towers and obbys

Subject: Re: How about a King of the Hill map?

Posted by [ErroR](#) on Sun, 23 Aug 2009 11:14:01 GMT

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if there's a KOTH i think there shouldn't be buildings at all. Like this:

File Attachments

1) [ScreenShot11.png](#), downloaded 482 times



Subject: Re: How about a King of the Hill map?
Posted by [wkw427](#) on Sun, 23 Aug 2009 16:04:50 GMT
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Well instead of defending a hill, one team is attacking the other is defending

Subject: Re: How about a King of the Hill map?

Posted by [Omar007](#) on Sun, 23 Aug 2009 17:49:08 GMT

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wkw427 wrote on Sun, 23 August 2009 18:04 Well instead of defending a hill, one team is attacking the other is defending

Thats more like switched Offence and Defence instead of a KOTH.

You basicly changed the original game into a turn-based offence-defence game instead of a RT offence-defence

Subject: Re: How about a King of the Hill map?

Posted by [wkw427](#) on Sun, 23 Aug 2009 18:34:53 GMT

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I don't know what you mean :\

Subject: Re: How about a King of the Hill map?

Posted by [Omar007](#) on Sun, 23 Aug 2009 22:13:52 GMT

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What i ment (i did say it quite stupid xD) is that in regular renegade you attack and defend at the same time.

All you actually did/want to do is changing it more to a sort of turn-based game where you change to the attack force or defensive force each round. That has nothing to do with KOTH.
