

DM-HoldTheCamp

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This is my first attempt at building a map and my objective was to create a map that would be fun to use for invasion. The map consists of several buildings and a couple of towers, surrounded by an outer wall and fence. The spawn points are placed outside of this so that at the start of a round players must rush into the middle to get weapons, and in invasion all the monsters spawn outside of the camp. There is also an underground section, to allow easy access from one side of the map to the other.

Now you have options run the outside wall and grab the ion painter or the Redemmer, but as for main weapons you have to venture inside for them. Also on the two corners you will find a ladder leading down into the tunnel that runs corner to corner with one ladder in the middle that leads up to that center sandbag BTW pickup the flak gun before you climb.

The map played well, good frame and lots to do, two sniping towers, good cover from inside or behind the bunkers, stand outside and send in the Redemmer or take a chance in the tunnel.

This map can be found at [Unrealplayground](#) .