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Subject: "Stealth is key"

Posted by [Slash0x](#) on Mon, 06 Dec 2004 07:35:37 GMT

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What makes it "not" a Reborn map? It's the sewers...it's not like it's done. I still have to add the above portion...

EDIT:

glyde51 maybe having like twenty of those barrels in the picture is more of a advantage, I can't see one doing much

I'm going to try to put these things kind of random...you can move them, so you decide...if I don't want someone to get to a ledge, but using these barrels that person finds a way, that person would disserve it. (just gave me an idea, lol)

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