
Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 05:26:00 GMT

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i have an idea for the ssm for the nod. how about making the missile controllable(like the redeemer in UT.) the vehicle would have no armor and it would take like 5 minutes to recharge (to long?). it would take away 3-4 ticks away from a building and would have a blast radius of 1 barracks, it would also be lethal to troops caught in its path. there could also be a limit of 1 or 2 so the nod couldn't buy a bunch of them and pummel the gdi base. the driver would also have to remain within a 5 or 10 foot radius of the vehicle for it to charge/reload. that way the driver could still get out to repair it. this vehicle could be a good counter to the gdi airstrike capability.
