
Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:17:00 GMT

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

Ok, helipad are a quite good idea. Maybe that way they could do a tank limit and an aircraft limit. (like 7 of each, or 8 tank and 6 air units). As for the conyard, Id say it could SLOWLY repair buildings Not enough to stop a flame rush, but enough to way you dont have to worry about repairing a building if it did reveived one bullet... As for the guard towers, NO! GDI does not need them... The AGT is already deadly to infantry. GT would make ingi rush almost impossible.
