
Subject: GDI Ship Yard

Posted by [Anonymous](#) on Fri, 15 Nov 2002 21:58:00 GMT

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the vehicle blocker idea would be good as long as you dont transport vehicles....this leaves an element out that will be missed.as far as that goes you can make a vehicle blocking plane just below the level of the water and just below that make a damage zone that will kill anything that passes through it...that will work to "drown" the player.water vehicles would be nice but it wont be the same without the ability to transport vehicles across the water.Eric.
