
Subject: I had an idea, anyone allready working on it?
Posted by [Anlesauk](#) on Tue, 01 Apr 2003 20:43:44 GMT
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I was thinking the other day and wondering if anyone had thought of this. How about a new weapon that engineers use to "steal" other team's buildings and then either use them or "sell" (destroy) them for a credit dump to your team. We all remember this tactic from the original C&C. It would work along the lines of a timed C4. An engineer would place it on the enemy's MCT and if it is not dissarmed in say 15 sec then the building becomes the property of your team. This could give your team some interesting advantages, one being it takes the effect to the other team as if it was destroyed. If it is the PP, your team's items cost half the amount of normal, or the normal amount if your PP is destroyed, also it would give your defenses power again if your PP was destroyed. The Ref would give you double credits each second or allow you to gain credits if your Ref is destroyed. The OB/AGT would fire on enemy units till it was destroyed or taken back. The Hand/Bar would make your infantry units cost half as much or possibly even allow you to purchase enemy infantry units. The AS/WF would allow your to extend your vehicle limit to double the number (16, I think) and again maybe make it possible to purchase enemy vehicles. You also would have the chance of using the enemy PT in the building that you stole. At this point the enemy can do one of a two things, steal it back with their own device or destroy it so no one can use it. I think it is a powerful weapon but hard to execute as you would have to defend the device long enough for it to work. If anyone knows if this is being worked on because it was thought of before me, then let me know. If not, then does anyone think it is possible to create and use? Maybe a good thing to add to Renegade Evo. Dante, take a look and see. I'd be eager to see how it works.
