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Subject: Friendly Fire

Posted by [nastym4n](#) on Mon, 21 Feb 2005 23:03:45 GMT

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chaos

examples:

[1]Arty being repaired by a team of techs, a lone GDI infantry gets close to the arty. Currently you would aim at the floor and splash damage them (or similar). With FF on you cannot do this for fear of killing your teammates. This promotes teamplay as it then requires both techs AND infantry cover to protect the arty.

[2]GDI power plant being repaired by about 50 hotwires (see:Field), lone maniac Nod infantry makes it into WF. Throw C4 everywhere until he dies? Not if you want the WF and the other Hotwires to live.

could make for hours of fun.

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