
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [Sir Phoenixx](#) on Wed, 29 Jun 2005 17:24:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks okay.

Make the GDI upgrade center, or the temple of Nod and have it behave like another war factory, but it only makes a single hunter-seeker at a time, and have a seperate PT in it that you activate and it makes the hunter-seeker, controlled by the computer.
