

---

Subject: Re: CnC Reborn Update: Hunter Seekers  
Posted by [danpaul88](#) on Fri, 01 Jul 2005 22:48:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

however to make it work better as an FPS they might just heavily damage buildings? say 3/4 of total health, meaning the rest of the team must inflict the other 1/4 damage to take the building down, either before or after the HS detonates...

but thats just my suggestion

---