
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [Doitle](#) on Tue, 05 Jul 2005 07:34:53 GMT

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You should have it follow one of several waypoints to the enemy base and do say, half total damage to a building. That way a well timed Hunter Seeker could turn the tide during a seige. Make it expensive to the point where people pool to buy it. I would DEFINATELY do the waypoints as opposed to player controlled. Feel free to waypoint this and actually ADD a demo truck though. I don't care if it wasn't in Tiberian Sun, I love demo trucks. ;D
