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Subject: Re: C&C 3

Posted by [Jecht](#) on Tue, 25 Apr 2006 15:38:40 GMT

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I'd like to see a bit more variety in the Civilian population than in the past. I'd also like to see cars moving, people moving and doing things rather than just standing idly by wait for a Nod soldier to blow them away. Also, I'd like to see some urban combat skirmish maps. One idea I liked from Generals that they should keep is the pilot bugging out of his vehicle when it dies if he has veteracy. So hopefully they keep that, and I also liked the arial patrol options too, but they need to be a bit more innovative with it. It was a nice feature, but it rarely ever happened where I witnessed a dogfight. Maybe that's just me though.

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