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Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 05:46:51 GMT

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Lol, thanks for bump. I was just about to post here.

I need some opinions. What would be worth fighting for? What would be an important object that would be wanted by for both teams?

You see I am trying to find ways to spread the battle out. I already put a bunch of gun emplacements and an advanced weapon spawner on the top of the bridge, hoping that people will use the bridge more often now, but I am trying to think of something to put in the cities that both teams will want.

I am thinking maybe Armor/Heath Power Ups. (The ones that add to your maximum health) But I don't think that is enough. I can't do another weapon spawner, because then the one on the bridge wont be worth fighting for.

So does anyone have any suggestions?

FYI, it can't be a special vehicle or something like that. It needs to be something stationary in the city that both teams would want to be working for them.

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