
Subject: Re: C&C_Epocilation

Posted by [Archcasp](#) on Tue, 14 Aug 2007 07:50:17 GMT

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razorblade001 wrote on Tue, 14 August 2007 01:46Lol, 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.

extra silo, reapiir bay, maybe a repair on the roof for orca or chooper. Spy creates/money creates. just some ideas
