Cool

My initial idea, and one I quite like is to spawn those little signal flares, and attach a script to them. The script would choose one cinematic name at random from an array to play. The cinematics would be all set up to chin00k para drop a pow off. The idea of the array would be to have like 30 cinematic files it could play, meaning that the power-up spawns at a random location, and also plays a random cinematic that drops off a random pow.
This would make it all quite random so people can't camp out POW area's and also make it more fun too I think.