
Subject: Mine n Vehicle Limit

Posted by [\[REHT\]Spirit](#) on Fri, 18 Jul 2003 22:09:43 GMT

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Titan1x77Well the problem still lies in the fact that you can't have more then so many structures or else some wont be mined....

There's more to defense then mines. Might not be that now, but that can be changed! Do not consider yourself limited to being similar to Renegade, instead think up some semi-unusual (or just plain unusual) ideas.

Such as:

Security doors on some buildings, with the keys in another building.

Some object to block the entrance to the base, however goes away at certain times in-game, then comes back at other times, like a wall that kills itself (thus, enemies will have to plan their attacks).

As forsaken said, use ceiling guns or other types of automated turrets inside/outside of the building/base.

Little aliens that run around the map and kill people, slowing down assaults, etc.....(it's a thought.....lol)

I think you get the idea now.
