
Subject: Re: Submit your Ideas...

Posted by [cnc95fan](#) on Tue, 01 Apr 2008 21:03:51 GMT

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Well, IMO a good NOD base has at least 2 Obelisks, these were usually brought down by MRLSs', which were more powerfull in C&C95 then they were in Renegade
A CON YARD The basic buildings (i.e PP, Ref etc) were ALWAYS built around the conyard, which should be included IMO. How many bases are built without a con yard?
And a temple.. which fires nukes randomly at targets =]
I suppose that's all I can say.
