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Subject: Re: SCUD Storm building destructions

Posted by [GEORGE ZIMMER](#) on Fri, 21 Aug 2009 00:42:10 GMT

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danpaul88 wrote on Thu, 20 August 2009 01:12 Who said I was claiming anything as 'intellectual property'? I just think it would be very boring if every mod had the exact same gameplay mechanics and just changed the shape of the units...

They aren't, and it's not as though it's a 100% unique idea to games in general.

I'd like to see people be rewarded for being able to infiltrate structures though, so instead of a MCT per se, why not have a similar thing but as a "weak point" that's inside the building? It'd be different for each building, but recognizable.

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