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Subject: Re: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Thu, 26 Jan 2012 18:24:19 GMT

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My phone didn't submit my reply earlier, so I'll rewrite the gist of what I was saying:

I put the MCT on the second floor because I want the Airstrip to be similar to the Weapons Factory - both have their MCTs on the upper floor. Defending isn't going to be the same as Renegade. I'm removing proximity C4, so you can't mine buildings with it. Re-spawning ceiling guns will provide interior defenses for the structures.

I also have a friend of mine who may create a C-5 Galaxy that I'll use.

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