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Subject: Re: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Thu, 26 Jan 2012 21:48:12 GMT

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Taz wrote on Thu, 26 January 2012 14:38

Seriously though, i feel the tower could use some more details.

You are correct. As stated earlier, I plan to add more to it - such as antenna relays and a satellite/radar dish on top. It also needs an entrance, and maybe some outdoor lighting. Otherwise it's pretty similar to what it'll end up looking like.

Liquid: Ceiling guns would function in the same manner as proximity C4 - they defend the interior of your buildings. You don't have to worry about people "over mining", so teamwork becomes more of a focus rather than trivial bullshit like a C4 counter. I'll attempt to make the CGs work without being too strong or weak.

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