
Subject: Re: C&C_Airraid *wip*

Posted by [cmatt42](#) on Tue, 27 Mar 2012 17:47:54 GMT

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I joined during test 14, I think it was. Here are my thoughts, some I've already shared:

- Lose the sniper rifle, replace it with the single-shot ramjet.
 - The control point should be "owned" immediately when capturing first begins. This is so that one team doesn't do almost all of the capturing and the other team can just come in at the last moment and capture it for themselves. They should have to work for it. In other words, pretty much make them work how the control nodes work in Unreal Tournament.
 - I'm not sure if you've chosen to alter the chinooks, but they should be more beefy. Actually using them to transport infantry to the enemy base or the ship could be pretty exciting.
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