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Subject: Re: Upcoming Map C&C\_Air

Posted by -[TLS-DJ-EYE-K](#) on Sat, 05 Jan 2013 14:34:23 GMT

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After i played the Map a few timez, i wanna suggest a few things:

1. make the Adv. Chars spwn more often,especially those who can kill the Jets, otherwise u dont have a good chance to fight back.
  2. Drop the Armor of the Jets against Deadeyes/Havocs just a bit,so that they make atleast some damage, rite now they are pretty useless
  3. Spwn Points : instead of letting the Chars spwn in open where they are an easy target for Jets, how about adding some sort of Houses or a Place where they can be attacked by Jets, lowers the spwn killing Quote.
  4. Alternative Route : Since you only have 2 ways onto the Carrier, how about add a way around the carrier so infantry can maybe sneak into that way into enemy islands?!
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