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Subject: Re: My mod so far

Posted by [Stallion](#) on Wed, 19 Feb 2014 17:03:01 GMT

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Now just like in the old c&c you get 1 harvester instead of free respawning harvesters, and they are all drivable. So no more having to block the harvester if the enemy is at your door or having to wait for a new one to be built just because it got destroyed, and you can buy as many as you want.

Each harvester holds 2 people max, and is currently stealthed (may or may not be stealthed in the final version).

Also, I've added a "Titan Wall", it can be bought from the wf/strip and deploys on repair into a very tall wall from a truck (Nods secret truck). The wall will not lag the game as I built it with only 1 length and 1 width segment each.

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