
Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Wed, 21 Jan 2004 13:18:00 GMT
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Aircraftkiller

Why can't people just leave the god damned Airstrip alone and stop trying to replace it? Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.

This is for a futuristic type map and I'd prefer not to have a cargo dropping off vehicles out in space...thats why i retextured in GDI wep fac for this map.
