
Subject: *spam and flame free area* Nod Warfactory
Posted by [xpontius](#) on Wed, 21 Jan 2004 17:18:48 GMT
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Quote:Aircraftkiller Posted: Tue Jan 20, 2004 5:38 pm Post subject:

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.

I'm still deep in experimenting with my TS map, and believe me, an airstrip doesnt cut it. And besides, if you can replace a building, you should be able to alter vehicles as well if you have a problem with armor or weapons.

O and are you guys planning to make flying ramps for either, which ever one is the final model?
