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Subject: Flying vehicles in ALL maps.

Posted by [IRON FART](#) on Fri, 30 Apr 2004 04:15:10 GMT

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Kirby098

No, they wouldn't.

Well if you didn't someone could easily Nuke/Ion any by placing a beacon ontop of a building.

I think Field, Under and Hourglass are terrible for flying vehicles. On all of them, the base defences won't allow any type of flying vehicle in. Also they seem too "cramped" to accomodate god-knows how many flying vehicles in. Try Under with a drop mod & you'll see.

Whats "imo?"

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