
Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:10:00 GMT

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I think a construction yard would be nice idea, maybe it resores buildings to half health if they're red?GDI needs Guard Towers...Nod needs Sams and Helepad, + a Temple of Nod...

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:14:00 GMT

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(Keep in mind that this is just rambling...I don't expect any of these changes to ever make it into the game.)Construction Yard - reactivate destroyed buildings. Costs a fair amount of money and takes time for the building(s) to start working again. It would be nifty if multiple players could pay to reactivate buildings.This would mainly be an addition for servers on which games can last over an hour, I suppose. And even then it'd take careful balancing to ensure that it's neither a "this is completely useless" nor a "this makes the game bloody boring" feature.As for helipads, what purpose would they serve? Aircraft have unlimited ammo so far, and I doubt Westwood is going to change that. Sure, they'd look pretty and stuff, but they would also be pretty useless.I do strongly agree that aircraft should come flying in from the "outside" instead of being produced/dropped off.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:17:00 GMT

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Ok, helipad are a quite good idea. Maybe that way they could do a tank limit and an aircraft limit. (like 7 of each, or 8 tank and 6 air units). As for the conyard, Id say it could SLOWLY repair buildings Not enough to stop a flame rush, but enough to way you dont have to worry about repairing a building if it did reveived one bullet... As for the guard towers, NO! GDI does not need them... The AGT is already deadly to infantry. GT would make ingi rush almost impossible.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:19:00 GMT

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I like the idea of being able to restore destroyd buildings for lots of cash with a conyard. How about a com center, like if you get in it you can hear the enemy's chat{just a thought, feel free to expand on this idea} I just feel that with the c&c copyright behind it this game could become so vast that it would be almost exactly like a normal c&c game.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:22:00 GMT

I think that GDI needs a counter to the Nod Turret...The Guard Tower fills that...Anyways, should you be able to rush a base defence with infantry and win? The GT would make Flame rushes less effective not a whole lot less but still...But the construction yard idea with rebuilding buildings... Brilliant!!!!!!!!!!!![April 07, 2002: Message edited by: Slavik81]

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:15:00 GMT

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ok i read threw half and skipped to postdont wanna read no more so if this idea has been taken sorrybut a helipad could serve as the aircrafts service depou land wait a few mins ur aircraft is restored to full health ..and ur off

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:46:00 GMT

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That's also an interesting idea - what would a Temple of NOD do? First off it should be hard as hell to infiltrate AND to defend, considering it only has one entrance and a LONG corridor to the back...the only way it could be simplified is if the Temple had 2x more durability than regular structures. Ideas: Destruction of the Temple makes nuclear launches impossible - since that's all it was good for really in the RTS (but GDI should be able to keep buying beacons, since the ION is space-based and not fixed like the Temple is - kinda evens the playing field a tad, but lamers would complain - even though it would have been their fault for its destruction to begin with, because if it were destroyed, that means you either 1) let armor DEEP into your base, or 2) allowed more than one Hotwire to get into it. Destruction invalidates "advanced" units, like the useless stealth tanks and "invisible men," yet keeps units like Raveshaw, Mendoza, and Sakura, since they're unique. A temple should also make "tiberium advanced" units - like the Templars, purchasable units instead of "easter eggs," as a NOD "Patch-equivalent" would be useful. The Comm Center is a cool idea, but it's a game imbalancer - rather, a better idea IMHO would be a sniper looking into a base with his rifle (supposedly equipped with a high-gain microphone), should be able to listen and relay the messages back to friendly forces - but give it a definite range, otherwise you'll have everyone buying Deadeyes and Havocs trying to be snoops and there'll be no one to defend. I'm also thinking that a damaged power plant - down to yellow, should reduce the range of the Ob shot by 1/2. Because if a team allows a plant to get that low to begin with they DESERVE to lose 1/2 their range on the Ob. It'd also give GDI an edge, but the same would have to go for them as well. A flame rush getting 1/2 more distance to the base before getting fired on would be lethal, and give people a better incentive besides their units becoming 2x more expensive to set up passive defenses. I'm also wondering how an SSM launcher (which wasn't an original commandable unit - along with the stupid Chameleon tank) could work and what the "reload" time would be. Quite frankly, I think they'd be useless - but if WW plans on making a RA Renegade, they have to figure out something...SAM sites are a good idea, but a better one is to put a "locking" feature on rocket soldiers. It'd force some people to go anti-tank, and in the process they become lethal anti-air weapons as well as much more effective anti-tank troops. But

then you'd have to make it so it doesn't lock onto infantry...and also make sure to keep the MLRSes rockets unguided, as they are in real life. Visceroids. I mean, they'd be great dual enemy weapons - as they'd attack anything, and spice things up for both sides. Imagine a flame or armor rush going through a tib. field and getting chewed up a little by a few "indigenous" lifeforms. That's all I can think of for now.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 14:58:00 GMT

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Landing on the helipad is kinda a bad idea - you'd then hit snags when people tried to buy new vehicles. Plus, having an engineer repair you gives him credits and your team more points. Ah. Tiberium silos - perhaps they might increase non-dump production by 25% but be easily destructible? I mean, it'd most likely be an extra two credits per "tick" if there were a max of two silos. Service depots. Kinda works on the same principle that I denounced with the helipad, but imagine being able to not have 25% of your team stick behind as engineers? Only caveat: less engineers = less people sticking behind to defend and repair the base. Hospitals might also be workable but they'd be a constant area of contention and a favorite spot for snipers to target and for people to mine. "Fully healed and feeling fine!" *BOINK* "#*\$%! " I also think a map with a town would be a nice thing - give it a population who basically doesn't like the fact that you're waging war in their back yard.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 15:04:00 GMT

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[QUOTE] Construction Yard - reactivate destroyed buildings. Costs a fair amount of money and takes time for the building(s) to start working again. It would be nifty if multiple players could pay to reactivate buildings.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 15:05:00 GMT

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my bad - cable keeps going out - here's the rest of the post. I like this idea (Jim Carrey voice now) I Like it a Lot...I would also like to see on newer larger maps (larger base areas that is) bases starting out with just the Construction Yard and being able to purchase new bldgs...your priorities on what you build and when would greatly affect the outcome of the game. btw the suck ass tech for charter cable is sposed to be out sometime tomorrow...yeah right

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 16:40:00 GMT

they should let us build building and let us call in for health and ammunition when we need it like in the games.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 17:28:00 GMT

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there are helie pads there on top of the hand of nod look

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 17:40:00 GMT

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quote:Originally posted by destruyax:I also thought of something else - for you old "Allegiance" players - imagine if in a later version of the game there was a designated "commander" (might only be fun in clan games) for each team, who sets up a base beforehand on a random map - I mean, THERE'S gaming goodness at its peak - however, the loading time on a brand new map would be TORTURE even for broadband users.Still, it's an idea. And my opinion is that we'll be seeing C&C: Renegade Red Alert next - I expect WW to follow the curve of the series. Heh - instead of useless mines, place attack dogs around your base being the Soviets. And RA had dedicated Anti-Tank mines, so rushes might be a little more difficult.I mentioned a helipad because the idea of an Orca/Apache/Chinook rolling out of a weaps factory is kinda stupid - only problem is retooling the helipad in MP to work like regular buildings - in SP it's too easy to destroy. Maybe a simple entrance with a ramp leading up to the actual platform.[April 07, 2002: Message edited by: destruyax]I'm pretty sure in about a year or two the "commander" mod wil come out where people get orders from a player that is designated a general, his view will be the same as in the old c&c games and he can only see where his men and structures are i.e the shroud regrows.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 18:44:00 GMT

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quote:Originally posted by destruyax:I also think a map with a town would be a nice thing - give it a population who basically doesn't like the fact that you're waging war in their back yard.THAT WOULD SO ROCK and the idea of a hospital would definently come int. but the population will fight back like they did in that one level were you have to save the dead6. And with the hospital, you could make it so all the mines just disapear, and well the snipers, it would be easy to avoid them if you dont have your head in the clouds. but making your own base with that "beacon" idea would be great. and also each character can perchase bots that follow whoever bought them around and you could tell them what to do with the voice commands. you could get the temple of nod(make it smaller) and the advanced comm center so if you lose it you cant buy nukes/ion

cannon beacons.(thats all for now)

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 20:10:00 GMT

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OK... well, If you ask me, being able to rebuy buildings would make each game too long. The hardest task in the game is to take out the first building so being able to buy a destroyed building would only restart the game. (just assing 2 people to save money and you got an invincible base and a da*n long game). Temple of nod idea is quite good, only if you got an advance comsat counterpart for gdi. These two structures should only allow a team to buy beacon. Com center, not a bad idea, bout should cancel radar if destroyed, nothing more. As for the Guard tower let me tell you all something. Turrets are useless! JUST USELESS!!! do not look for a cuonterpart for them, they are useless. They dont do any serious damage and are easily destroyed. Adding a balanced counterpart would add another useless building. Turrets were there in the first place to balance the obelisk, cause it's shoot can be dodged, and it's only shooting one unit at a time. The AGT can fire MULTIPLE UNITS, Ok, it's not doing pretty good agains tank, but hey, base defences are here to help you defend your base... Not to allow you to leave it alone... as a GDI ifantry rush can destroy the obelisk, an Nod tank rush can destroy the agt... (Try a mamoth rush against the obelisk, it wont stand up for long, trust me!) But enough of this. Extra building would be cool but you have to keep in ming the game play... If it takes 10 minutes to go from one side of the base to another, the game will get boring quite fast... That was my though on the subject... Anybody thinking the same???

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Sun, 07 Apr 2002 21:58:00 GMT

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Actually the turrets can deal a good amount of damage to vehicles if you are rushing. Against infantry there pretty much useless unless your standing right next to them.WOL GSoDPuma

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 01:34:00 GMT

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The "General" thing I mentioned - but I really can't see it working. I could see it as a clan-based MOD, but not as a public-server thing. People are just too unreliable.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 01:57:00 GMT

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This mod me and some friends gonna make: quote:1) Add the Construction Yard you can buy buildings back. They will be expensive need to test what's the best. But to buy it back I want to do it as a bank system example: the building is \$5000 I play can put \$1500 in it then the other players see the price off that building as \$3500. End the end beacon will be in the con yard IF it will be in it...2) Add the Advance power plant. So you will have 2 power plants then 1 more important then the other. The Power plant will support the Base defends, the barracks, refinery and the Advance Power will do the rest (can still change)3) Add the Guard Tower just like Nod got turrets GDI will have the GT Note: the machine guns will be removed from the AGT4) Add The silo don't know his function for sure yet but maybe that when its destroyed you can't have more then \$2000 credits or that the 2 credits every second will be stop (what you get from the refinery now)5) Add Sam sites to kill the airplanes 6) Add the radar When its destroyed you lose your radar on the bottom left (and when its possible I want to make the commander few in it so when the radar is destroyed you lose that to)7) Add the advance communication centre when it's destroyed you can't use your ION beacon Add the temple off Nod when its destroyed you can't use your NUKE beacon9) Add the repair facility you can repair your tanks on it. But you can't shoot when you are on it. Why? because otherwise you get players who stay on it while defending. When its destroyed the engines repair @ 50%10) Add the Helipad for the flying vehicles (duh)11) Add a spy character:11a) Con yard: they can't build for a time (don't know how long yet)11b) Power Plant: you can shut down the power for a time (don't know how long yet)11c) Refinery: You steal money (when you are with 19 people they get all 5% and you 10%) Must bring it back to your refinery11d) War factory/airstrip: you can steal 1 blueprint at the time when you bring that blueprint back you can build that tank. You MUST bring that blueprint back to your War factory/airstrip11e) Barracks/Hand of NOD: you can steal 1 blueprint at the time when you bring that blueprint back you can build that character. You MUST bring that blueprint back to your barracks/Hand of NOD11f) Radar when you get in there you "hack" there info and when you get back to your team can see everything on the radar.11g) AGT/Obelisk you can turn them off for some time. (Don't know how long yet)11h) Advance comm. Centre/Temple off Nod: You will see on your radar with a arrow where the ION/Nuke beacon is. So you can find it easy. But when you have stolen lets say the mammoth tank and medium tank plan and an spy gets in your airstrip he can destroy direct the GDI blueprints and steal 1 tank blueprint. The spy will hack on a PT. You will see the menu just like the normal PT (a bit different) then you can select the thing you want to do. The spy will look for the enemy that they are 1 off them only when they are close they can see it's an enemy12) Mobile Construction Vehicle: You can buy the con yard @ the War Factory/airstrip so you can buy it back to but it will be like \$2500. (He will not drive out off the WF you just buy it back) And MAYBE you can only buy on the C&C way that you NEED the War Factory/airstrip and repair facility to buy the MCYI hope you all like it and when you want to help contact me. If you got better ideas or extra things or things that are cooler when i change it tell me. post some feedback here. Added:13) Add Air strike. You must point with a laser on the place where they have to attack.14) Add Recon bike and SSML15) Add little turrets in some buildings (maybe)16) For the maps add fences and gates

Subject: How could a Construction Yard work on newer maps? (also an

Posted by [Anonymous](#) on Mon, 08 Apr 2002 05:26:00 GMT

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i have an idea for the ssm for the nod. how about making the missile controllable (like the redeemer in UT.) the vehicle would have no armor and it would take like 5 minutes to recharge (to long?). it would take away 3-4 ticks away from a building and would have a blast radius of 1

barracks, it would also be lethal to troops caught in its path. there could also be a limit of 1 or 2 so the nod couldn't buy a bunch of them and pummel the gdi base. the driver would also have to remain within a 5 or 10 foot radius of the vehicle for it to charge/reload. that way the driver could still get out to repair it. this vehicle could be a good counter to the gdi airstrike capability.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 09:00:00 GMT

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WTF do you need a hospital when you can go into any structure of yours and buy a refill pack?

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 09:10:00 GMT

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The only thing I could think for a use for hte helipad is...if it's gone you can't build them anymore. Sorry if this was already in the thread but I am loading slow today for some reason so I skipped ahead.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 12:06:00 GMT

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My opinions:Const. YardPros: 1) I think a const. yard would give a rushed base a fighting chance, especially with the amount of Rambo idiots who do nothing but buy sniper units and stealths. 2) It's another building an opposing force has to destroy.Cons: 1) The ****ed building is enormous. It would have to be shrunk to somewhat-larger-than-weaps factory. Hell, just circling the building as it is now would take more than the 50 seconds it takes for a beacon to successfully deploy.-----HelipadPros:1) It's a great idea - an independent helipad which won't bog down the weap factory queue with flyboys itching to take a ride in the Danger Zone.2) It takes up a relatively small amount of space.3) Placed in the rear of a base, it could offer a last ditch defense against a rush.Cons:1) Divides the forces. If 1/2 the people on your team are in the rear of the base getting their crotch rockets, they're not at the entrance watching for incoming trouble.-----Temple of Nod:Pros:1) Big pretty building, possibly might get to see the nuke launch from the silo.2) COULD mean newer units.3) Destruction of it could relieve a lot of stress from GDI - just so long as there's a corresponding target for GDI (someone mentioned an "ComSat" building)Cons:1) As with the Const. Yard, it's a BIG building and nearly impossible to completely defend (unless it were surrounded with laser fences which could only be penetrated if and when the power went down - which is a pretty ****ed good idea for the Const. Yard, too - but Chinooks would render them somewhat useless). Any beacon planted, by the time anyone got to it, would most likely be too far gone to repair, and only end up killing the person trying to disarm it.-----Regular Guard TowerPros:1) It's another helpful automated defense system.Cons:1) It's another helpful automated defense system...which causes people to shirk on the important aspect of defending the base, leaving the bulk of the duty up to the inept AI.-----Towns/Hospitals-Clinics:Pros:1)

Cover2) As was the case in the original C&C, towns were usually places to find crates, and in Renegade, weapons.3) Townspeople would be a rather ineffective, but useful, means of drawing fire.4) A hospital would offer a sort of "midway" point for troops of both sides to heal - but then you deal with the feat of programming a "no-damage" zone.Cons:1) Towns would become a bone of contention - whoever controlled them gets the crates.2) Look at the AI in this game, are AI townspeople really going to offer much by way of fire support?3) Hospitals would invariably be targetted by snipers and melee fighters looking for cheap and easy kills for stats.-----NEW IDEAS:Airstrike Beacon (only for GDI) - a flight of three A-10s in line abreast formation carpet bombs a swath about 1 1/2 barracks-length long with napalm in the direction the placer is pointing (only N,S,E,&W, blanketing an area with a highly lethal coating of napalm which takes buildings down about three health "ticks" and is almost completely lethal to infantry caught out in the open (forcing them to run inside or find some kind of cover to avoid getting naped) - however, the beacon should be somewhat like the ones used in 'Nam that marked an area with a flame or smoke, making it very important to defend them (since it's not a one-hit-killer except for exposed infantry, there's no need really for a beep). It would also make it a little more even for a GDI armor rush, as shells do not level buildings as fast as a flame does. I mean, imagine placing one of these at the opening of NODs base in Field! It'd certainly cause a lot more of them to stay behind for defense.Infrared goggles upgrade only for "premium" infantry. Cost: 400 to 500. Imagine having a Mobius/Patch/Hotwire/Havoc/PersBatSu who could see cloaked infantry at a greatly enhanced range - we're not talking whole map length here - maybe the length of 1 1/2 barracks selectable as a push-button "tertiary" weapon like binoculars (you wouldn't be able to wear them and move/fire at the same time, that'd just not be fair). It'd be highly useful and not incredibly unbalancing, IMO. It'd force invisible men to be a little more cautious than brazen. And it would reward defenders with valuable points and kills. Something like this couldn't be adapted for tanks, as it's rather moot anyway.PLEASE, WESTWOOD - allow numbers of mines conditional to the number of people playing! 30 mines is not enough to discourage both armor AND infantry rushes by a team with 15+ players! On the same token, 30 mines is almost overkill for the 6 person servers. That's five mines per unit/tank.nQ (n00b Quotient)! Everytime someone drives a lone tank straight into defenses, killing himself, his tank, and giving the enemy points (or various other stupid **** things - like FF kills), his nQ should go UP, not down. Whenever someone successfully deploys a beacon that destroys a facility, kills a premium unit, staves off a rush/disarms a beacon, or like righteous and useful things, his nQ goes DOWN. NOW HEAR ME OUT. Servers would then be able to set a "minimum nQ allowed" setting. So if you have a very high nQ, you won't be allowed into elite servers filled with people who will play the game as it was meant (I can say right now that I don't mind losing as long as it's with a team that tried their ****edest). I mean, SOMEONE implement this, it'd be the panacea for team-based gaming EVERYWHERE.That's all for now.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 12:30:00 GMT
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How does this sound.Have one person be a designated "General"either automatically or as a option. only 1 per team.He does not go into the battle field but stays in the CY, purchase terminal style so he still can be killed.He can see a map view of the battle field,buildings and units(options for viewing enemy units or not, available).he gets money from the harvester and with it he can buy buildings, extra tib refs and turrents etc, but there is a limited amount and you can't place them

like in the battle field or something like that. He can jump out whenever and a new one can be assigned.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 14:55:00 GMT

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quote:Originally posted by Mammoth: WTF do you need a hospital when you can go into any structure of yours and buy a refill pack? A hospital/clinic would be a forward place of repair so people can stay on the field longer on foot rather than leaving to retreat to a base. In typical fashion, though - the hospital would only serve to refill your health and MAYBE your armor.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:26:00 GMT

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Personally I think the airstrike beacon is a doable idea and in junction with an armor rush could somewhat even the odds for GDI. The nQ (n00b Quotient) idea isn't really implementable but **** would it be nice. The Temple/CommCenter buildings would be incredible, but you'd invariably have people complaining about not having beacons when the other side does - though it's 5x harder for GDI to deploy a beacon than NOD. The "Spy" character is a bad idea. Someone is already reporting "cross-team" characters (whether it's a cheat or bug is still up for debate), but the stink it caused is reason enough not to do it - besides - RA introduced the spy, not Renegade. The IR goggles are definitely doable. Not by modders, but definitely by WW. Hell, the SP game has a PersBatSu with a scanner (in a cutscene - where mysteriously they just don't KILL Havoc - a la Austin Powers "I'm going to put them in an easily escapable position and hope everything goes according to plan...") that can detect stealth - so it wouldn't be TOO off the original story. NEW IDEAS: Some splash damage for the nuke. Not much, but hey, if you're gonna call something a "20 megaton hydrogen bomb," it shouldn't just take out one building. Either rename the thing to a tactical nuke, or make it lethal to any infantry in a set blast radius (not just the cloud) like it was in the game. A temporary radioactive zone wouldn't be too much to ask, either - and definitely doable - just code the area as a barren tiberium field with a rate of decay. Personalized lines for different characters. I dunno about you, but a Hotwire/Sydney/Sakura saying in Havoc's voice "Keep 'em coming" is somewhat unsettling. 10 second reduction off a GDI beacon destruction time and 5 seconds off the deploy time. Face it, a geosynchronous satellite has a lesser "get up and go" time than a ballistic missile. Add the fact that it's very hard for GDI to be covert, and you make the sides a tad more even. Server-settable limited superweapon beacons. Nothing is more annoying than a team doing nothing but laying beacons. If there were a minimum of five beacons for each side in the game (server settable), it would force SMARTER players to be much more sparing with them. And if you're on a team with a bunch of inbred idiots who waste them, well, you're screwed. That's life. If you ask me, you should only be able to buy a beacon if you're in the top 25% of the players on the server - only elite players should be authorized to handle such destructive firepower. Losing credits for FF kills. I don't know about everyone else, but if there's a PKer on my team, I don't want him wielding something which can give one-shot kills. DEFINITELY a server-settable number of mines (max of 50-60), especially for servers with

over 24 people. That's all I can think of for now.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:29:00 GMT

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It could be a central place for technicians and engineers to meet and repair

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:32:00 GMT

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quote:Originally posted by destroyax:I also thought of something else - for you old "Allegiance" players - imagine if in a later version of the game there was a designated "commander" (might only be fun in clan games) for each team, who sets up a base beforehand on a random map - I mean, THERE'S gaming goodness at its peak - however, the loading time on a brand new map would be TORTURE even for broadband users. I look forward to Team Fortress 2 which will have a commander that assigns way-points, and orders... I know that point was from a long time ago but there will be a game with a commander (yeah!)

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Mon, 08 Apr 2002 15:37:00 GMT

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Forget it. We asked Dan C - who is now nowhere to be seen - and he confirmed what we thought.. it would take up polygons and have no use.

Subject: How could a Construction Yard work on newer maps? (also an
Posted by [Anonymous](#) on Tue, 09 Apr 2002 00:50:00 GMT

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all these ideas are great, and i don't want to sound pessemistic, but i just find it rather hard to implement them all. maybe if WW released an expansion, yeah, deamnd these be in that, but for somethings, it would require completely new code, and that's kinda hard. i guess if you're dedicated, you'll make it, and of course, i'll play it.
