
Subject: SCUD Storm building destructions
Posted by [cnc95fan](#) on Wed, 19 Aug 2009 12:12:46 GMT
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More community input needed:
a)MCTs like Renegade
b)'Weak points' like Apocalypse Rising
c)No Achilles heel in any building

Subject: Re: SCUD Storm building destructions
Posted by [YazooGang](#) on Wed, 19 Aug 2009 19:22:13 GMT
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anything but not 1

Subject: Re: SCUD Storm building destructions
Posted by [danpaul88](#) on Wed, 19 Aug 2009 21:01:27 GMT
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cnc95fan wrote on Wed, 19 August 2009 13:12
b)'Weak points' like Apocalypse Rising

Copying our ideas? Why not come up with some unique ideas of your own?

Subject: Re: SCUD Storm building destructions
Posted by [TeamWolf](#) on Wed, 19 Aug 2009 21:46:15 GMT
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We had been planning something like weak points for BFD since we took it over tbh.. But they don't work like AR's..

Subject: Re: SCUD Storm building destructions
Posted by [cnc95fan](#) on Wed, 19 Aug 2009 21:48:46 GMT
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Back in 2007 we were considering using what you call "weak points"; there's no need to have such a hissy fit over what you would claim as your own intellectual property

Subject: Re: SCUD Storm building destructions
Posted by [danpaul88](#) on Thu, 20 Aug 2009 06:12:31 GMT
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Who said I was claiming anything as ' intellectual property'? I just think it would be very boring if every mod had the exact same gameplay mechanics and just changed the shape of the units...

Subject: Re: SCUD Storm building destructions
Posted by [GEORGE ZIMMER](#) on Fri, 21 Aug 2009 00:42:10 GMT
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danpaul88 wrote on Thu, 20 August 2009 01:12Who said I was claiming anything as ' intellectual property'? I just think it would be very boring if every mod had the exact same gameplay mechanics and just changed the shape of the units...
They aren't, and it's not as though it's a 100% unique idea to games in general.

I'd like to see people be rewarded for being able to infiltrate structures though, so instead of a MCT per se, why not have a similar thing but as a "weak point" that's inside the building? It'd be different for each building, but recognizable.

Subject: Re: SCUD Storm building destructions
Posted by [crazfulla](#) on Mon, 24 Aug 2009 04:56:37 GMT
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Option C.

There were no engineers in Generals, so there is no reason to have them in SS... thus why would you need MCTs?

Only unit that used C4 was Col Burton, but he seemingly just placed the bomb on the outside of the building.
