
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 an 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 assined.
