
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 blance 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 borring quite fast... That was my though on the subject... Anybody thinking the same???
