
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.
