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

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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]
