

---

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 03:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok ok, losing a defensive structure would be catastrophic. but if you recall in the original game, defensive structures could not be captured, so they would be exempt in this case. i just thought capturing buildings was more in line with the theme of c&c. maybe it wouldn't work in this game, but it would add variety. imagine gdi stealth soldiers or flame tanks rushing your base...

---