Subject: A solution for buildings in C&C mode
Posted by Anonymous on Sat, 09 Mar 2002 07:16:00 GMT
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I think the maps would have to be huge anyway to prevent people from rushing the other team with everybody they have and planting all their C4s on the MCV or something. And it would be a whole lot cooler if the maps were huge anyway, like more room for vehicles to fight and once the helicopters are added it will seem strange to fly a helicopter like 100 feet to the enemy base. If the maps were bigger there would be more of an opportunity to sneak into enemy bases or drop off some guys with a CH47 behind the base or something.