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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Sat, 09 Mar 2002 06:54:00 GMT

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My Idea is: (as posted somewhere before..)Each team starts with 1 MCV and 10k creds. Only engs can drive and deploy the MCV, once he has deployed it, engs then purchase building (PP, REF...) kits and deploy them (in the RTS camera view as with the camera.ini MOD). Figure it would take about 4-7 minutes to get the base up and running. You only get 1 of ea main building(except PP's), but can have multiple defense structures (with a limit determined by POWER), thats the key, remember that the more buildings you have the more power you need. With limited space, you must be wise in building the base up. One team could just build a massive defensive base with no real offensive capabilities. This means the other team would have to become the attackers and could divert resources to offense. If a building is destroyed the engs can purchase another kit if the MCV is still functioning. They would be able to recoup funds by "recycling" the destroyed buildings. On REALLY REALLY HUGE maps, teams could set up multiple bases by reloaning the MCV. Imagine having two or three bases spread across the entire eastern side of the map.

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