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Subject: New gametype, opinions?

Posted by [flashcar1](#) on Sat, 19 Apr 2003 10:47:28 GMT

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i think i know a way it could be done.....

a low damage zone under the outpost, so it damages it slowly, and different skins on the building everytime it goes down to 50% 25% health and so on. just need to find a way how to make the vehicles as a mobile building health pack, so drive in, the health pack dissapears and the building takes it in.

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