Subject: Here's a suggestion
Posted by Greathobo on Sun, 16 Apr 2006 02:58:38 GMT

A map with either two GDI sides, or two Nod Sides. It's possible in other CNC games, so why not this one. We could have blue Nod team, and red Nod team, for example.

Also, I find that on the new maps, Nod has the advantage. On the huge maps, GDI attacks are easily spotted, while Nod has a huge map to hide in with their powerful Stank rush. This either calls for a Sensor Array for GDI, for use around the base, or a Mobile Sensor Array, for the field and the base. Or, for even more fun, both sides could be GDI or both sides could be Nod.