
Subject: Re: looks like xwis dosnt care any more
Posted by [PlastoJoe](#) on Sat, 06 May 2006 03:13:40 GMT
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Terminator 101 wrote on Fri, 05 May 2006 17:46what

Well, it is sort of cool that a weapon drops when someone dies, but so far that is really the only game affecting thing that CP adds.

The weapon drops can really change the outcome of a game. I recall one I played when we (GDI) had lost our Barracks and our War Factory and had to protect our Power Plant and Refinery from numerous stealth attacks. Our Engineers would kill a SBH with C4 or pistols and that would give us some great firepower for repelling other uncovered stealth units and especially the Apaches that gave us hell.

We still lost, but that's beside the point.
