
Subject: Re: A crazy thought, and probably not original, but meh
Posted by [Tankkiller](#) on Fri, 09 Mar 2007 22:39:57 GMT

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I have the same basic concept in the map i'm making. Rocketeers replace the shotgunners (rocket officers/gunners have little stronger ones.) The rocket launcher also gets a high medium homming ability. The grenades now have wider splash damage. The flamethrower gets a slightly stronger flamethrower.

The repair gun only heals buildings, infantry depends on the refill, and vehicles can only repair at the repair pad. The minigun gets more power, but now has a 30 round clip (same applies to laser rifle and tiberium fettee gun, but get a 50 round clip.) The sniper rifles are now useless against aircraft. The ramjet gets a longer reload.

All aircraft now has fuel. You must refuel at the helipad, or that craft will just fall and blow up, killing you. You get 15 minutes of fuel. If this happens you can escape your uncertain fate by exiting the aircraft, a parachute will deploy, sparing your life.

The Tech/hotwire can capture buildings, disabling a structure for the enemy and another effect:

Powerplant: cuts the capturing player's team cost in half.

Refinery: all enemy's income goes to the capturing player's team

airstrip/weapons factory: NEW UNITS! Must go to the enemy's mct and pick up the unit at that production place.

Hand of nod/ barracks: New UNITS! go to the enemy's mct to get the unit

You can't capture any defensive structure.

To capture a building you must poke the enemy's mct and stand still for 15 seconds. This costs 500.

To recapture a building you must kill the capturing player and poke the mct. This will cost you 1000 credits.

Edit: Also I don't if it will make it if repairing structures will cost you credits.