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Subject: Capturable Buildings

Posted by [Majiin Vegeta](#) on Fri, 04 Jul 2003 15:27:58 GMT

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BlazerTitan1x77now what if nod takes out 90% of the MCT terminal...and gdi comes in with 1 last remote and takes out the remaining 10%?

Doesnt this create a problem

Or am i not thinking this through?

Then GDI gets the capture. Hmm could be a whole new tactic...building camping! Put some remote C4 on a building, and wait for it to get weak, then BOOM!

hahahah

could be kewl for a new mode of play both teams start off no buildings..they gotta caputre the base and get it running or sumthing...sounds fun tho...

but would this be only the refinery...what about PP..or maybe a weak ass obliisk to help takeover the field

also how about making a new building..once in control that team could build lets say recons...i dunno

just ideas that flew in my mind when i read blazers original post

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