WNxBoMbZU wrote on Tue, 18 December 2007 14:26What if you combine this with renegades multiplayer. Like a quite large map with 2 bases in it. But instead of renegade time limit/score you have this ticket system.

And base destruction = win.

Actually.. I really like this idea.

This way there is even more at stake than just losing your base. You have to deal with actually staying alive yourself AND defending your base!

And you know what, if it is anything like Battlefield, it would be cool if you could capture enemy structures the same way you capture outposts in Battlefield. (With the option to disable capture of course) (Also, it would be better to only have a specific character that can do this.. other wise there would be no point in destroying the enemy base if you can just cap it..)

But that would be C&C mode with the big plus we all want with it!

EDIT
yay! I got my issue of GameInformer today!