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Subject: Re: Tiberian Sun

Posted by [R315r4z0r](#) on Sat, 26 Jul 2008 15:41:47 GMT

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But seriously, let's face it. If there is a match lasting 20 min, 30 min, and your team, after pressing harder and harder, finally manages to take out the enemy War Factory, don't you think it is sort of a let down to them to hear it was built back up?

I think that rebuilding structures should only go as far as minor defense, silos, walls, and possibly the power plant (heavy, heavy cost requirement though). However, building structures up in the first place should be a matter of choice for the team who builds them.

So people should be able to chose were to build structures. But if the structure is destroyed (and is not in the list I made as what structures should be rebuildable) they should not be able to be rebuilt.

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