
Subject: Re: Tiberium delayed til 2010 fiscal year
Posted by [u6795](#) on Wed, 30 Jul 2008 17:08:24 GMT

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Cabal8616 wrote on Wed, 30 July 2008 13:04 Yeah, needs alot more vehicle and base presence. Even if it's not 100% conquest mode, bases need to make some form of apperence. I'd settle for conquest mode, but only on two terms:

- 1: You can kill Command Posts.
- 2: All Command Posts are in a form of building. Base structure, bunker, civilian building, whatever- As long as it's a building.
Like in Crysis

Crysis multiplayer is pretty awesome, surprisingly similar to Renegade if you think about it - there's power plants, war factories, barracks etc.
