
Subject: Re: [MapPack]-4.0- server online
Posted by [Jerad2142](#) on Thu, 08 Mar 2012 20:20:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 07 March 2012 18:10 Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!
