
Subject: Zero Hour mod

Posted by [terminator 101](#) on Wed, 10 Mar 2004 03:18:20 GMT

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1. That looks great, but making it balanced will be hard. I have an idea, how about there will be some AI soldiers in the bunker that will respawn 10 seconds after they die?
 2. Those base defences are good, but USA will have advantage with patriots, because gathling gun is not good against vehicles.
 3. Will it be possible to repair vehicles in the weapons factory just like in generals?
 4. Will rangers have flashbags, tankhunters TNT, missile defenders laser lock?
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