Subject: GDI Ship Yard
Posted by Anonymous on Fri, 15 Nov 2002 21:46:00 GMT
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quote: i guess it would be good to see the GDI ship yard in the Land, Air and Sea mod Well, that was the idea...What i was planing to do is just use vehicle W3D invisible barriers to stop the boats from traveling on land, just having the boats work as normal vehicles. And as for the infantry, just have tiberium water, or a big drop if they go in water = they die...I don't know if i will bother. I might just stick to hovercrafts and an amphibious apc or something.