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Subject: Re: C&C Zeppelins

Posted by [BlueThen](#) on Tue, 19 Jun 2007 03:32:06 GMT

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Sn1per74(2) wrote on Mon, 18 June 2007 22:29Put like walls facing each other on each of teh zeppelins. OR! you should make the zeppelins move and spin around and stuff, then when the zeppelins get in the right position a bridge deploys between them. Then after a while they move again and the bridge gets destroyed. When it is destroyed each team has time to build up there defences for the next bridge deployment.

Build up their defenses?

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