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Subject: Destroying Temple of Nod

Posted by [Anonymous](#) on Tue, 05 Mar 2002 05:54:00 GMT

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If there is no repair bay in order to promote teamwork, then remember that repairs from the repair bay cost. If this was used in Renegade then it would still be more advantageous to have an engy/Tech/hotwire repair you. (So you didn't have to trawl all the way back to base in your slow-ass mammoth, and didn't have to pay for it.) Possibly people might park on the repair bay and try to defend the base from it, thus unintentionally depriving other team-mates from using it, but couldn't you make it so that there was a time frame in which you could re-use the bay, and when you're done repairing, your vehicle auto-drives off it like it does with the factory/airstrip? Just a few thoughts

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