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Subject: Re: Disabled Buildings

Posted by [Lijitsu](#) on Sun, 29 Jan 2006 19:13:57 GMT

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Well, considering all you are in Renegade is a soldier, I think they should be put on a timer. Starting with the Power Plant, and ending with the base defenses, the buildings should be re-activated, if that's possible. Like, say, 3 minutes into the game the Power Plant is re-activated, followed by the Tiberium Refinery a short while afterward, maybe at 4.5 minutes, then the Barracks/Hand of Nod, then the Weapons Factory/Air Field, then finally the Obelisk/Advanced Guard Tower. If this is at all possible, anyway.

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