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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion

Posted by [zunnie](#) on Mon, 13 Jun 2011 17:33:01 GMT

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Right now soldiers have a repairgun that can only repair buildings, taking away your credits slowly as you repair a building. (Similar to repairing in CnC3 taking away creds)

Engineers repair buildings a lot faster, gain credits for repairing and are able to capture Tiberium Spikes.

For NOW Engineers can also repair vehicles, once the War Factory is ingame Engineers can no longer repair vehicles and you have to drive to the WF for repairs.

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