
Subject: You should be able to BUY new structures if they have been d
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:26:00 GMT

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E.g. 10k credits for a new powerplant e.t.c IT seems fair and a team should be able to contribute funds to make a new powerplat/tiberium refinery/hand of nod e.t.c. ...I say this because once 1 structure is destroyed, that base is screwed.

Subject: You should be able to BUY new structures if they have been d
Posted by [Anonymous](#) on Thu, 07 Mar 2002 07:31:00 GMT

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It makes the game more fast paced and hectic as it is. There's nothing like frantically defending a base thats lost its guard building (if it had one to start with)But the OPTION to enable base rebuilds would be nice. Perhaps after X number of harvest runs by the harvester the building auto rebuilds?
