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Subject: Re: CnC Reborn isn't Duke Nukem Forever...  
Posted by [crazfulla](#) on Sun, 24 Feb 2008 08:53:01 GMT

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Conyards don't build shit in Renegade. They sit there and take up space at the sad excuse of barely repairing the base 1hp an hour. Oh some even have repair bays attached to them but that is just fucking weird. What would be the point in setting up a MCV in a new area if you can't expand the base? Spam conyards so no one has to repair FTW! or as for the idea of spawning extra buildings, vehicles also I assume; if not part of the conyard itself? How do you propose these buildings actually function? If it built a War factory how would you spawn/setup the vehicle creation area etc? Sorry Im just being a bitch. Would be good if you could get it to work PROPERLY.

PS Infantry only blows, I wait for the full release.

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