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

Posted by [zunnie](#) on Mon, 13 Jun 2011 02:55:28 GMT

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Some updates:

Tiberium spikes now give \$250 to entire team if it was captured for the first time.

Tiberium spikes now give \$5 a second.

Engineers removed from free character purchases.

Engineers now repair a little faster.

Grenadiers removed from free character purchases.

Grenadier moved to advanced character menu and costs \$800.

Grenadier health bumped to 200/100.

Grenadier ammo damage doubled.

Zonetrooper is now properly identified in the game.

Zonetrooper now costs \$1300

Sniper now costs \$1000

Simple rocket soldiers removed.

Engineer moved to advanced character menu and costs \$500.

Engineers have Remote C4, Mines, Knife, Pistol and Repairgun.

Officers now cost \$300.

Green Tiberium harvesting now pays off \$1400 per dump.

Set the number of seats in a Harvester back to 1.

Harvesters no longer self repair health.

Ion and Nuclear Beacons now cost \$2500.

Flamethrowers removed from free character purchases.

Flamethrowers moved to advanced character purchases for \$900.

Chemwarrior price increased to \$900.

All weapons but C4 types have unlimited ammo.

Shadow (SBH) costs \$800.

Mammoth Tank size increased by 15%.

Raider Buggy size increased by 25%.
