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Subject: Renegade Alert's public beta is released  
Posted by [maj.boredom](#) on Tue, 01 Apr 2003 20:18:37 GMT  
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Ravenwhere's the allied flamethrowing base defenses? where's the kennel? the dogs? the migs? the helis, the power plants, the radar dome, the technology center, the nuke silos. it would be cool if you could only do nukes if your nuke silo was still alive. where's the allied spy that looks just like the soviets? why does the tesla coil shoot continuously instead of once at a time like it did in red alert, should be like same way obelisk shoots but blue and jagged like the engi blue beam. where's the dogs man? i want to be one of the dogs that goes to kill infantry. where's the subs? the gems and the ore, a harvester that looks like a dump truck and not an ice cream truck. where's the mcv so i can drive it somewhere else and set up another base man? also is it possible to set it to so individuals can purchase more ore trucks like in red alert? that'd be sweet to have 4 or 5 ore trucks so long as someone can afford one. also don't limit vehicles, i haven't been in a game big enough to know if they are limited, but it would be cool if in a 40 player game you could have 15 vehicles and raid a base, rather than be restricted to 7 or 8. when is somebody going to start working on the goldeneye levels?

Flamethrowers were only Sovs and Spies were only Allies. 2ndly, most the buildings you

Red Alert? Maybe in an expansion pack I missed.