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Subject: Need some help, with a renalert "mod".  
Posted by [Naamloos](#) on Sun, 29 Aug 2004 14:37:34 GMT  
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Maybe it help when i tell what i changed...

List...

Allies:

- Changed M60 firing sound.
- Changed pistol firing sound.
- Gave techie 25 armor.
- Gave sniper 100 health.
- Rocket soldier now kills infantry as fast as a grenadier and with changed explosion animation.
- Rocket soldier reload time longer, also added reloading and firing sounds.
- Gave thief 100 health.
- Gave spy 100 health.
- Gave tanya 100 armor.
- Gave officer, sniper and rocket soldier a pistol.
- Ranger cost from 600 to 500.
- Arty health/armor from 100 to 150.
- Light tank and medium tank splash damage increased.
- Ore truck cost from 1400 to 1200.
- Demo truck cost from 2400 to 2000.
- Supply truck added, 110 health at a prise of 500 and can carry max 5 people.
- Phase transport added, 250/250 health/armor at a prise of 1100, also changed firing and movement sounds. (planned for extra's but there are no extra's for vehicles in RA)

Soviets:

- PKM firing sound changed.
- Flametrower splash damage increased.
- Grenade explosion animation changed and is now the same as a rocket soldier.
- Grenadier reload time increased.
- Grenadier cost from 160 to 175.
- Gave sniper 100 health.
- Removed armor from grenadier.
- Flametrower armor increased from 25 to 50.
- Volkov cost from 1200 to 1700.
- Removed volkov's C4.
- Gave volkov 500 armor and higher jump.
- Gave officer, flametrower, grenadier, sniper, shock trooper and volkov a pistol.
- V2 cost from 700 to 750.
- MAD tank cost from 2400 to 1700.
- MAD tank armor/health increased from 300 to 400.
- Demo truck cost from 2400 to 2000.
- Ore truck cost from 1400 to 1200.

- Supply truck added in the same way as the allies.
- Tesla Tank armor/health from 110 to 150.
- Tesla Tank cost from 1500 to 1200.
- All tesla weapons have a bit larger range of splash damage.

Other:

- 2 remote C4 can be bought as "beacons" for 500.

I may have forgotten something... but that's about it.

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