
Subject: Need some help, with a renalert "mod".
Posted by [Naamloos](#) on Sun, 29 Aug 2004 14:54:33 GMT
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LOL.

You should know that rocket soldiers own armored units. And i sead i removed his C4 and increased his cost to \$1700.

Edit: And since you seem to know so many things about balance, explain why soviet snipers have 90 health and allied snipers 80?

Or how allied techie's have no armor and soviet ones 25?

Or how Heavy tanks have large splash damage against infantry and allied light tanks and mediums have almost none?

Or how grenadiers rape everything?

And a rocket head shot only damages 20% of a players health?

ect ect ect...
