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Subject: Breaking News Regarding RenAlert!  
Posted by [Titan1x77](#) on Tue, 08 Mar 2005 02:47:51 GMT  
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AircraftkillerQuote:It seemed to me that if this would have been the case it would of been alot more fun to play aswell....I didn't enjoy the way RA played aswell.

Apparently you don't like Command & Conquer or its gameplay style, as it's exactly the same as Red Alert in both damage systems and unit balance.

But this is a FPS...Not a RTS.

Renegade wouldn't of been fun if there was a commander telling us where we could go and what vehicles we could buy etc..

Yea I get your point that the damage system and unit balance was like that in the RTS, but what you'll never understand is this is a different Genre of a game. as you have always tried to make it exactly the same as the RTS version.

Im sure you could hit the nail right on the head one of these days with what you desire from your RA APB....but really how fun is it going to be for the players(other then YOURSELF!)??

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