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Subject: Re: URGENT Flamer question:  
Posted by [Goztow](#) on Tue, 26 Aug 2008 07:18:38 GMT  
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liquidv2 wrote on Tue, 26 August 2008 02:29: i think it should be left in; in cnc 1 a flame tank killed any infantry unit aside from a commando in one wave of fire

this game is supposed to be a fps of that game, and a flame tank without using right click can't kill infantry very quickly unless you're like 10 feet or less away

it adds up though it doesn't make a lot of sense, except in a way it does make sense  
Renegade was inspired by C&C1 but it's far from being a copy of it! Not even all units were included.

Just an example to state my point: in cnc1 an engineer could capture a building by simply entering it. In renegade an engineer needs to enter a building and can't even kill it on its own (lack of c4).

In C&C1, a technician was a useless unit with a pistol that sometimes spawned out of a dead tank. In Renegade, it's one of the 1337est infantry units.

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