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Subject: Renegade Alert is Released!!

Posted by [ThinkHarder](#) on Thu, 25 Sep 2003 02:42:27 GMT

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mrpirateBig post about infantry.

Yea I kind of agree the infantry are kind of weak. Also when you spawn why do you only have 75 health and no armour. If you go to a PT and get the standard rifle soldier (same as what you spawn with) you end up with the normal amount of health/armour. Is this a bug or what? While im on the subject of PTs, if you go right upto them you can use them, you have to stand back from them a little, annoying if your in a rush.

I know there was a lot of arguments about the artillery too. The way it fires is, put bluntly, crap. It just doesnt work in a game like Renegade. Similar to the way the standard grenadier is crap too. These are some of the main reasons why I originally said the mod seems only half way to a beta, let alone a full version... it needs a lot of work.

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