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Subject: My impressions of the RenAlert Beta

Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 22:37:07 GMT

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All machine gun weaponry was decreased to be below the range of armored tanks. Why?

It's bullshit that a free soldier or an APC\Ranger can outrange a vehicle. Tank shells fly farther than machine guns do. They have a 50 meter range. All soldier pistols and rifles that fire bullets have this range cap.

I think it's a good trade-off, because all bullet-weapons but pistols can damage structures, so basic soldiers, Officers, APCs, Rangers, Hinds - they're all useful for attacking buildings.

Light Tank fires way too fast. I'm having it fire as fast as it used to.

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