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Subject: My impressions of the RenAlert Beta  
Posted by [Blazer](#) on Thu, 29 Jan 2004 05:12:21 GMT  
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So Allies can repair their vehicles with a Mechanic (who repairs quite quickly too), and Soviets have to go all the way back to base to the repair pad? That doesn't seem very fair. I played a game yesterday and I was a mechanic in a phase transport, and I terrorized the poor Soviets. I just kept doing hit and runs on their tanks, (which even though engines can repair due to the bug, nobody was doing), and anytime they damaged me I just backed out of range, jumped out, 3 blasts with mechanic repairgun, jump in and im back to full health and cloaked....seems like a balance issue?

Oh ack I found a tree that is floating way off the ground, I could duck and walk under it...I took a screenshot if you wanna fix.

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