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Subject: My impressions of the RenAlert Beta

Posted by [NHJ BV](#) on Thu, 29 Jan 2004 09:37:28 GMT

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Founder of YASAThe only thing I have problem with is the range of Tesla Coil. It can simply out ranged by rocket soldiers. 3 or 4 of them would kill it extremely quickly. Once Tesla Coil is gone Soviet will have a lot of troubl defending with tanks and/or flame towers

AFAIK Ack said Tesla range would be increased, which is good because on WoodsToday\* you can nuke most buildings from outside the Tesla's range. I can even make it to the Soviet War Factory on that map with the Tesla still active...

\*I hope that's the map I have in mind. It's the one with the gems between the walls, with CYards, Radar Domes, and Repair pads.

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