
Subject: why does the humvee have so little armor????
Posted by [gibberish](#) on Wed, 26 May 2004 05:17:54 GMT
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FalconxIThe Renegade Nod MobArt is based on this unit:

<http://www.fas.org/man/dod-101/sys/land/row/g6.htm>

Maximum Range: 39 Km

Westwood seem to have reduced the range significantly.

However the thing that I think is the most ridiculous is that artillery can normally be deployed a long way away from the front and fire over intermediate obstacles to hit a target.

I know this would have caused no end of problems with renegade because of B2B attacks
