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Subject: Renegade Alert Internal Testing

Posted by [flyingfox](#) on Mon, 21 Jun 2004 18:53:03 GMT

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Never mind, I thought you meant the technician would be the only free unit.

The game still needs improving in that area. Theoretically, you could add a free rocket soldier that becomes available

with no barracks, that operates in the same way the Renegade rocket officer works, with slow moving missiles

that don't track. You really can't defend a base with a unit that needs about 15 clips of ammunition put into

a vehicle to have any sort of effect.

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