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Subject: Renegade Alert Light Tank  
Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 02:04:47 GMT  
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This is the Allied Light Tank, based off the M60 Patton main battle tank. It is equipped with a 75mm cannon that fires APDS rounds, otherwise known as Armor Piercing, Discarding Sabot shells.

It is incredibly fast over almost all terrain, except climbing steep inclines. It can outmaneuver all Soviet tanks with ease, but it comes with a price - the Light Tank is lightly armored, and has somewhat decent firepower. But what it lacks in armor and firepower, it more than makes up with speed and price... Along with a low profile, making it hard to hit.

It is \$700, and is a good companion to the Medium Tank. Use these in platoons with Medium Tanks leading, you will have a strong force. Use them to soak up battle damage while the Medium Tanks shell out damage to Soviet armor.

The model was done by Sir Phoenixx, and the set of two 1024x textures was done by myself.

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Subject: Renegade Alert Light Tank  
Posted by [DarkDemin](#) on Sat, 17 Jul 2004 02:05:24 GMT  
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\*fap fap fap fap fap\*

...

Amazing...

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Subject: Renegade Alert Light Tank  
Posted by [YSLMuffins](#) on Sat, 17 Jul 2004 02:09:56 GMT  
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What's that cute little turret up on top of the main turret for?

Edit: Oh, it's the manhole isn't it....

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Subject: Renegade Alert Light Tank  
Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 02:12:40 GMT  
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On the real M60, it's an anti-aircraft machine gun, mounted to a cupola turret that swivels around. It also serves as the tank commander's hatch, and allows him to button up, or unbutton (hatch down, hatch up) in the vehicle.

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Subject: Renegade Alert Light Tank  
Posted by [Jaspah](#) on Sat, 17 Jul 2004 02:22:18 GMT  
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Wow.

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Subject: Renegade Alert Light Tank  
Posted by [SuperFlyingEngi](#) on Sat, 17 Jul 2004 02:28:27 GMT  
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Wow, I think that is a really good texture. Well done, Aircraftkiller.

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Subject: Renegade Alert Light Tank  
Posted by [\[A-I\]NastyDead](#) on Sat, 17 Jul 2004 04:01:32 GMT  
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Did you guys know that an AK can shoot through light armor?

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Subject: Renegade Alert Light Tank  
Posted by [Slicer\\_238](#) on Sat, 17 Jul 2004 04:17:31 GMT  
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Please tell me that turret is usable. =O~~~

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Subject: Renegade Alert Light Tank  
Posted by [SuperFlyingEngi](#) on Sat, 17 Jul 2004 04:19:50 GMT  
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Yeah, jonwil said he could probably work out something with scripts to give a vehicle multiple

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turrets - have a machine gun turret on the light tank would be awesome. But please, just make .993 happen before the 20th, and don't wait until August. [See <http://www.renalert.com/> if you don't know what I'm talking about]

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Subject: Renegade Alert Light Tank  
Posted by [gendres](#) on Sat, 17 Jul 2004 04:40:33 GMT  
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Nice job, your texturing is getting much better

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Subject: Renegade Alert Light Tank  
Posted by [Xtrm2Matt](#) on Sat, 17 Jul 2004 07:36:44 GMT  
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Good job as per usual.

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Subject: Renegade Alert Light Tank  
Posted by [PermaGrin](#) on Sat, 17 Jul 2004 08:17:55 GMT  
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SuperFlyingEngiYeah, jonwil said he could probably work out something with scripts to give a vehicle multiple turrets

TheKBGspy has already shown me that he has a working script for such a situation.

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Subject: Renegade Alert Light Tank  
Posted by [Jaspah](#) on Mon, 19 Jul 2004 23:00:32 GMT  
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Did you really have to quote ALL of those pictures?

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Subject: Renegade Alert Light Tank  
Posted by [Apache](#) on Tue, 20 Jul 2004 03:10:55 GMT  
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Looks good, only thing that I'd change would be to ditch that upper turret...

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Subject: Renegade Alert Light Tank

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Posted by [rm5248](#) on Tue, 20 Jul 2004 13:43:39 GMT

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BTW Aircraftkiller, in the 2nd Allied Red Alert mission briefing there's a light tank in the display in the upper right hand corner.

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Subject: Renegade Alert Light Tank

Posted by [Anonymous](#) on Tue, 20 Jul 2004 13:47:16 GMT

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Wich Red Alert , 1 or 2

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Subject: Renegade Alert Light Tank

Posted by [rm5248](#) on Tue, 20 Jul 2004 13:54:00 GMT

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sw33tWich Red Alert , 1 or 2

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Subject: Renegade Alert Light Tank

Posted by [Anonymous](#) on Tue, 20 Jul 2004 14:00:17 GMT

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Ok, because in two, there is no such thing

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Subject: Renegade Alert Light Tank

Posted by [rm5248](#) on Wed, 21 Jul 2004 00:21:01 GMT

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sw33tOk, because in two, there is no such thing

RenAlert is based off of Red Alert 1 :rolleyes:

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Subject: Renegade Alert Light Tank

Posted by [Anonymous](#) on Wed, 21 Jul 2004 19:59:52 GMT

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I thought we were talking about Red Alert 2, my bad :oops: .

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Subject: Renegade Alert Light Tank

Posted by [\[REHT\]Spirit](#) on Thu, 22 Jul 2004 02:52:52 GMT

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PermaGrinSuperFlyingEngiYeah, jonwil said he could probably work out something with scripts to give a vehicle multiple turrets

TheKBGspy has already shown me that he has a working script for such a situation.

Isn't there already a script or something to make multiple turrets attached to one vehicle? If you guys are doing something else though, I'd love to see a new way, because right now netcode doesn't seem to predict where attached objects are (so if you attach a few turrets to a vehicle, when the vehicle moves, the turrets will float in air temporarily, depending on ping and stuff).

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