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Subject: Re: Reborn Loves You!

Posted by [Renx](#) on Sat, 17 Jul 2004 12:09:13 GMT

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We don't want it to have the same "appeal" that renegade had. This isn't going to be just another renegade like some other mods are making. We are making a game with different gameplay, different units that have different purposes, and an overall different style.

It takes skill to use the units in RenAlert(except for tanya, and her RoF has been toned down), instead of relying on overwhelming amounts of damage coming from just one weapon. An artillery in RenAlert can't go and point where the entire game until they fall asleep from boredom. You'll die within a minute unless you have other tank support.

What would be the purpose of more free infantry? Rifle soldiers already do more than enough damage to everything. If you want a higher class infantry then you need to go earn your money.

Renegade isn't original, it's typical. It's only made to appeal to you so you'll spend your money on it. And remember, whether it seems like it or not, this game is still only in the early stages of the beta. There's still a lot bigger and "1337er" things to come. We're only finishing up the basics now, soon it will be time to add all the extras and cool stuff

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