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Subject: Renegade Alert: Soviet Mammoth Tank; Camos Crossing.

Posted by [Renx](#) on Mon, 13 Sep 2004 17:55:21 GMT

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[\*]Vehicle Upgrade: Soviet Mammoth Tank

The Mammoth Tank, the most powerful tank on the RenAlert battlefield, now has every last detail possible added to it thanks to Sir Phoenixx. Steps on both sides, and on the rear of the turret have been added. A machine gun, which won't be usable, was added to the top of the turret. Areas on the tank itself were reshaped and remodelled as well. Then everything from gas tanks to new lights were added in for higher detail as well.

The texture was also remade for the new model, this time by Aircraftkiller. Darkblade is currently taking a break, if you're wondering why he's not been texturing many things lately. The new texture has much more detail this time around, mainly the camouflage effect.

Preset-wise, the tank will remain the same. It has 600 of both health and armour, and can regenerate up to 50%. The down side to having all this armour, and the equipment to repair it, is that it's incredibly slow. The Mammoth Tank can only travel a maximum of 30MPH.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4497>.

[\*]Level Update: Camos Crossing

Camos Crossing is going to be changed quite a bit. Each team will gain a War Factory, and AI controlled Ore Truck, and if possible, a Construction Yard.

The Tech Level will be raised to 2. This means the infantry will remain the same for the most part, but it will allow for Ore Trucks, Heavy Tanks, Light Tanks, Rangers, and V2 Rocket Launchers. Keep in mind there will be no Service Depots for your tanks.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4485&st=0>

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