
Subject: The Legend Continues in CS:Source
Posted by [Aircraftkiller](#) on Thu, 21 Oct 2004 18:11:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naval units work just fine. Engineers are meant to repair structures with their weapon and they do it in excellence. I have been in several situations where buying an Engineer and repairing the structure gave it more than enough health to survive an onslaught that would have destroyed it had it been repaired by only Technicians.

If the APC shoots "everywhere" then it will repeat what happened in Rendegrade where the APC was used to kill soldiers in a defeated base repeatedly, giving them no chance to win the game or defend against vehicle attacks. Besides, the APC could only fire in front of itself in Red Alert.

The Spy is used quite often. The Thief is not because his logic hasn't been implemented yet.

I hate to break it to you but every soldier but the Rocket Soldier\Flamethrower\Shock Trooper runs faster than the units in Rendegrade and Reborn. Tanya runs twice as fast, as do Officers and Grenadiers. If they ran any faster it would be untrue to Red Alert and realistic human walking\running. No human runs at 30 MPH Retardin...

I don't see how the levels are boring. There's 15 of them and everything in the game brings people to play it. There's about 5,000 RA players a month, unique ones. That's pretty low for a FPS game but considering this is C&C we're talking about, it's the best that we'll get out of it until HL2 comes along.

There are several servers running all the time.

You however have no real fanbase. No one plays Reborn. So yes, you're right -at least partially. When people see something suck for real, they just won't play it. Sounds like Reborn!
