
Subject: Breaking News Regarding RenAlert!
Posted by [Naamloos](#) on Tue, 08 Mar 2005 17:55:09 GMT
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The units played like in an RTS while this is a FPS.

... Like rockets hardly damaging infantry when hit by it.

What AK never got was that you can't make an RTS out of a FPS. Even if you could the game would lag like hell with all the AI.
