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Subject: Renegade Alert .9935 Changelist  
Posted by [Chronojam](#) on Mon, 26 Sep 2005 20:40:37 GMT  
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Renegade Alert Version .9935 Changelist

Disclaimer: All changes are final pending them not working out in testing. For your information, a partial changelist for .994 was already started a while ago as certain content was deemed to be impossible/out-of-place for this release (due to time and type of change).

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0.9935 CHANGE LIST  
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New content:

--New maps:

Zama  
Bonsai  
Maze

--New weapons:

C4  
Makarov PMM  
Baretta  
Colt .45  
Guided M72E9 LAW  
Redeye SAM

--New vehicles:

Phase Transport - 150/150 w/ AP rocket pack

--The once-rumored Officers' flares implemented.

Bugfixes/game-breaking balance issue fixes:

--Crash fixes

Tanya's C4  
MAD Tanks  
Demo Trucks

--Invulnerable Service Depot bug to be fixed (As seen on North by Northwest)

--Radar Dome double-damage exploit to be fixed

- Ranger occupant bugs to be fixed  
Characters appear in T-form bug  
Soviet Technician/Engineer swap bug
- Ore Truck, Demo Truck drive faster backward to be fixed
- Water-death level adjusted in Shallow Grave
- Allied Mine Layer bug (30 mines only, ever) to be fixed
- All glass will properly stop projectiles (War Factory)
- Infantry death zones on tops of buildings on maps with helicopters  
(It was too easy to 'suicide' your HIND on top of a building with a Shock Trooper, for example)
- Special trooper (Flamethrower, Shock Trooper) armor will not take horrendous damage from Rocket Soldier weapons

Balance changes:

- New infantry hitpoint values, as follows:

Rifle Soldier: 50/50  
Technician: 25/25  
Engineer: 40/40  
Officer: 75/75  
Rocket Soldier: 45/45  
Sniper: 40/40  
Thief: 40/40  
Spy: 40/40  
Medic: 60/60  
Mechanic: 45/45  
Tanya: 90/90  
Grenadier: 60/60  
Flamethrower: 40/40  
Shock Trooper: 65/65  
Volkov: 125/125

- Tank reload times adjusted:

Light Tank: 1.2 sec  
Medium Tank: 1.7 sec  
Heavy Tank: 2.2 sec  
Mammoth Tank: 2.7 sec

- Small arms fire 50% less effective against Volkov

- Missile Sub speed decreased

--Range of M60, PKM decreased slightly

--Ranger, APC, and Officer M60s will have same new range, same damage, etc.

--Transport vehicle hitpoint changes:

APC HP increased to 250/250

Chinook HP decreased to 150/150

Naval Transport HP increased 130% (to 200/200)

--HIND weapon will be slightly less effective against medium and heavy armor

--MAD Tank armor increased to 400/400

--Rocket Soldier changes

Range for primary Rocket Soldier weapon decreased to 5 meters beyond Mammoth Tank range

Range for secondary Rocket Soldier weapon increased to 150, with increased speed and turn speed

Rocket Soldier will carry two separate weapons instead of left/right click to engage different ammunition

--AK-47 secondary fire will now travel faster, and have range equal to that of an Officer's weapon

--Tesla Tank enhancements:

Range increased by 10 meters

Damage increased to 200 total

Armor increased to 175/175

--Tanya C4 detonation time increased to 35 seconds

--Base defense changes:

Increase in Flamethrowers' blast damage radius

Increase in Turrets' blast damage radius

Change Turret/Flame Tower attack logic to fire at soldiers' feet rather than their center-of-mass

Tesla coil rate of fire reduced to 50% of current

--Longbow missile damage upped to 90 (from 75) (this will destroy Chinooks in four rockets)

Miscellaneous changes:

--Subs should now face outward when they spawn at the Sub Pen

Easier to maneuver out of port

Ready to engage Allied ships without having to turn

--V2s will lose a little bit of traction

--Vehicle blockers inside all buildings will prevent Rangers from getting inside

--V2, Ore Truck will be less prone to flipping

--"Clogged Helipad" prevention

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