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Subject: Renegade Alert 0.9935 Update: Internal Testing Started

Posted by [PointlessAmbler](#) on Tue, 25 Oct 2005 02:57:30 GMT

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Just figured some of you over here might be interested to know that our first playtesting for the new patch has started, and everything seems great so far. We don't have a lot of new things to show off, as this patch is mostly a balance and bugfix patch, but the new balance changes are working very, very well -- this is easily shaping up to be the best version of Renegade Alert yet. Here are some of the changes, to whet your appetite:

--Tesla Tanks have finally hit the right balance between power, vulnerability and speed (after five versions!). They now have 175/175 light vehicle armor and their bolt does 200 damage, and their range has been slightly increased. It is good at defeating light Allied vehicles (and it can defeat a Medium Tank in combat), but multiple Rangers and Light Tanks give it problems, as well as multiple Rocket Soldiers. It still costs \$1500, but it's now well worth the cost.

--Tank refire times have been retooled. The most noticeable change is in the Light Tank, which now fires significantly faster. Those of you that have been with us since version 0.992 might remember the Light Tanks in that version, and I'll assure you that they're not like that. However, they've definitely increased in usefulness and are a threat to Soviet light and heavy vehicles alike.

--Ranger and APC guns now match the handheld M60 weapon that the Allied Officer receives. This is a major improvement over their old weapon, and they're much better at mowing down infantry now and are better at firing while moving (although infantry such as the Shock Trooper and Volkov will still scrap them quickly if given the chance). The APC's armor has also been increased to 250/250, which makes it a more viable infantry transport.

--Flamethrower infantry are now considerably more lethal. Their blast radius has increased significantly -- they're very nasty against most infantry. On the other side of that coin, however, they've lost a significant amount of health and armor, so a single shot fired too close to the Flamethrower's feet will cook him alive. We anticipate a lot of our older players not being careful and torching themselves by accident

Just thought some of you here might like to know how our little project is shaping up.

(And for those of you that don't know, yes, I am a staff member over at the Renegade Alert/RA:APB site.)

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