
Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [Aircraftkiller](#) on Wed, 09 Jun 2004 05:04:27 GMT

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The Demolition Truck is a suicide vehicle, piloted by one player. It costs \$2,400, is reasonably fast, and has no armor whatsoever. 100 points of health ensures that it will die from two clips of a Rifle Soldier's weapon.

Demolition Trucks are best used as sneak attack units. They're not designed for full-frontal assaults. Use a diversion and attack unexpectedly.

They do the same damage as they did in Red Alert, destroying buildings like the Power Plant and the Advanced Power Plant, yet leaving most structures alive with varying degrees of health.

The model and texture used in the screenshots posted is the old version. A new version will be shown within a short period of time.

If detonated manually, it will not harm friendly units. If destroyed by an enemy, it will light up any unit around it. It is an efficient infantry killer, almost all soldiers within its blast radius will die.

Try to be careful with them in groups. If one blows up due to enemy fire, it will cause the rest to light up in a chain reaction, wasting your credits.

Ignore the test level, it's the old version of Zama that we're going to get rid of.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [jd422032101](#) on Wed, 09 Jun 2004 05:07:45 GMT

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cool

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [Vitaminous](#) on Wed, 09 Jun 2004 05:20:57 GMT

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Mind explaining us why exactly you're showing everyone the old version of the model in-game? You should wait until the new one gets textured instead. :\

Of course, it's always up to you, I just find the update to be pretty useless, heh.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [Hydra](#) on Wed, 09 Jun 2004 05:32:02 GMT

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Why would they change the model? It looks just fine to me.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [Xtrm2Matt](#) on Wed, 09 Jun 2004 06:42:43 GMT

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Good job

Subject: Re: Renegade Alert Demolition Truck In-Game Images

Posted by [npsmith82](#) on Wed, 09 Jun 2004 17:14:04 GMT

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AircraftkillerIf detonated manually, it will not harm friendly units. If destroyed by an enemy, it will light up any unit around it. It is an efficient infantry killer, almost all soldiers within its blast radius will die.

So, who will get the kill points of any soldiers killed in a non-manual detonation?

Does it kill people through walls that are inside structures?

If you are killed driving one, I can imagine these nukes exploding near an enemy base and getting 12 'boinks' where it wipes out every trace of infantry.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [spoonyrat](#) on Wed, 09 Jun 2004 17:22:52 GMT

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Looks good.

How do you detonate it? Press Fire or just ram a building?

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [NeoSaber](#) on Wed, 09 Jun 2004 18:58:57 GMT

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npsmith82So, who will get the kill points of any soldiers killed in a non-manual detonation?
The player who caused the truck to explode gets all the points.

npsmith82Does it kill people through walls that are inside structures?
The blast should kill people inside buildings. I haven't actually tested it, but the damage radius probably wouldn't be effected by walls.

spoonyratHow do you detonate it? Press Fire or just ram a building?
Pressing the fire button will detonate the truck.

Subject: Renegade Alert Demolition Truck In-Game Images
Posted by [Vitaminous](#) on Thu, 10 Jun 2004 01:35:22 GMT
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hydra1945Why would they change the model? It looks just fine to me.
He gave us screenshots of the new model on IRC, most specificly #n00bstories.

Subject: Renegade Alert Demolition Truck In-Game Images
Posted by [Yano](#) on Thu, 10 Jun 2004 01:39:11 GMT
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Excellent!

Subject: Renegade Alert Demolition Truck In-Game Images
Posted by [npsmith82](#) on Thu, 10 Jun 2004 02:20:49 GMT
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NeoSabernpsmith82So, who will get the kill points of any soldiers killed in a non-manual detonation?
The player who caused the truck to explode gets all the points.
So the person who destroys the demo truck has points added for any enemy kills, and also points deducted for any friendly kills?

If so, this seems bad. Basically meaning if you plan to destroy a demo truck, make sure you're in a one-on-one with it, otherwise you'll kill all your team mates at the same time.

IMO, if you kill it, it shouldn't damage/kill your own team members.

Subject: Renegade Alert Demolition Truck In-Game Images
Posted by [SuperFlyingEngi](#) on Thu, 10 Jun 2004 02:25:13 GMT
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I say when it blows up that everything should go with it, regardless of team. Then, the person driving it gets points added/deducted from his team.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [NeoSaber](#) on Thu, 10 Jun 2004 02:27:48 GMT

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npsmith82So the person who destroys the demo truck has points added for any enemy kills, and also points deducted for any friendly kills?

If so, this seems bad. Basically meaning if you plan to destroy a demo truck, make sure you're in a one-on-one with it, otherwise you'll kill all your team mates at the same time.

IMO, if you kill it, it shouldn't damage/kill your own team members.

You can only kill friendly units if friendly fire is on.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [Blazer](#) on Thu, 10 Jun 2004 03:25:40 GMT

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SuperFlyingEngil say when it blows up that everything should go with it, regardless of team. Then, the person driving it gets points added/deducted from his team.

n00b TK'ers would ruin every game then, as they gleefully destroyed their own base even though FF was off. It would get so abused if that were the case.

Subject: Renegade Alert Demolition Truck In-Game Images

Posted by [flyingfox](#) on Thu, 10 Jun 2004 11:32:17 GMT

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I very much doubt that actually. We're all quick to jump to conclusions and assumptions when someone mentions friendly fire.. like something will definitely be used for teamkilling purposes.

I've hardly seen any n00bs in renalert, it's not the same deal as renegade. Also, is it available for both teams? A rocketeer could fire a missile halfway across a level and heat seek it out.
