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Subject: CNC Reborn : Titan

Posted by [Dan](#) on Wed, 25 Aug 2004 18:12:55 GMT

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I too, dislike renalert. Not because of Aircraftkiller, but because of the gameplay. I dont like the fact that as soon as you lose a building you are almost guarenteed to lose whereas in renegade you can make a comeback. Also, when the Allies get a few longbows they are almost unstoppable as one hind cant take down one in one pass even if all the ammunition hits, but vice-versa, the longbow can take it out in one pass.

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