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Subject: Breaking News Regarding RenAlert!

Posted by [The Mad Hatter](#) on Tue, 08 Mar 2005 19:31:14 GMT

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The units played like in Red Alert . . . wasn't that sort of the aim?

Where's the fun in having multi-purpose anti-everything units?

In Red Alert, units had purposes, like anti-vehicle or anti-infantry. Why should they suddenly gain new abilities just because its an fps?

Besides, if you were a rocket soldier you could have used a pistol against infantry.

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