
Subject: Re: CnC Reborn Trailer One!

Posted by [Chronojam](#) on Wed, 24 Aug 2005 06:56:13 GMT

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dude#1 wrote on Tue, 23 August 2005 18:46Lijitsu wrote on Tue, 23 August 2005 14:29Let me get this straight:

You think that one of the most powerful AI weapons in an army's arsenal, capable of taking out Light Tanks from underneath, capable of clearing a room so that that army's soldiers dont die, capable of grounding aircraft, capable of incapacitating an entire squad of soldiers, is overpowered? The Grenade in Ren Alert, are actually underpowered since they were made for a video game. They are ment to balance the game.

Well most people can't carry around an infinite amount of grenades on them. So think about that.

What about infinite ammuniton for an M60, or Dragon reloads, or infinite repair supplies and stamina to perform repairs, or unlimited napalm, or everlasting batteries? Why do you not complain that artillery possess infinite rounds, or that V2 launchers reload in the field?

Welcome to the land of "Renegade Alert is a game, based on Red Alert, which was a game"
(Think about that)

Grenadiers are a liability to their teammates, lack close-in firepower and effectiveness, and aren't good at very long ranges either.
