
Subject: Renegade Alert Official Expansion Set Release Date!

Posted by [maj.boredom](#) on Tue, 05 Aug 2003 15:30:50 GMT

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General HavocWell I've worked with the script so I can tell you how it works. Basically there is a unit called a thief that gains cash when they enter a certain zone, this may be in the Refinery somewhere. The thief will gain the amount of cash set in the script and then a certain amount is taken away from the enemy team, the value does not have to be the same. This means you could get 200 for stealing cash but it only takes away 100 from the enemy team. The script then sets a countdown timer after it has been entered by the thief, this prevents the thief stealing for a set amount of time, 30 seconds for example.

The spy is also another unit that has scripts. As far as I know this unit is not stealth but it may be. The unit can walk around the enemy base without getting hit by the base defences, meaning the unit can spy. It would probably have a pistol or no weapon depending on how the team want it to work.

_General Havoc

Great work on getting those characters to function in true Red Alert form.
