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Subject: Re: Renegade \_\_\_\_\_?  
Posted by [Titan1x77](#) on Wed, 18 Sep 2013 01:01:15 GMT  
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Quick update:

All Infantry are setup properly

All vehicles have been setup, besides the point damage (will be testing and making it balanced soon)

Working on scorestreaks for the !vet system (drop pod, airstrike,etc..)

Here's some PT screens for GDI and Nod

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### File Attachments

1) [GDI.png](#), downloaded 640 times

1  
100/100  
Kevlar  
1 Timed



0  
GDI Soldier

2  
100/50  
Light Kevlar  
1 Timed



0  
Shotgun Trooper

3  
100/100  
Flak Jacket  
1 Rem

0  
Grenade

1  
150/100  
Kevlar  
1 Timed



250  
GDI Officer

2  
200/100  
Flak Jacket  
1 Timed

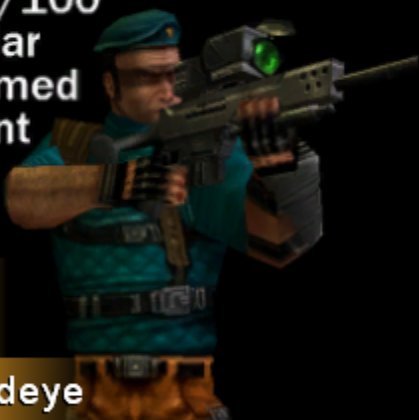


400  
Rocket Soldier Officer

3  
150/100  
Kevlar  
1 Timed

150  
Patch

4  
200/100  
Kevlar  
1 Timed  
Silent



600  
Deadeye

5  
200/100  
Mutant  
Melee



500  
Initiate

6  
250/100  
Flak Jacket  
1 Timed

700  
Gunner

7  
275/100  
Kevlar  
2 Timed



8  
250/100  
Powersuit  
1 Timed



9  
250/100  
Powersuit  
1 Timed

2) [nod2.png](#), downloaded 635 times

1  
100/100  
Kevlar  
1 Timed



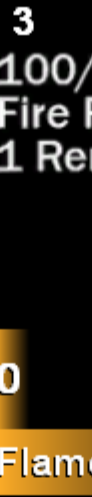
0  
Nod Soldier

2  
100/50  
Light Kevlar  
1 Timed



0  
Shotgun Trooper

3  
100/  
Fire  
1 Re



0  
Flam

1  
150/100  
Kevlar  
1 Timed



250  
Nod Officer

2  
200/100  
Flak Jacket  
1 timed



400  
Rocket Soldier Officer

3  
150/100  
Chem su  
1 Timed



150  
Chem W

4  
200/100  
Kevlar  
1 Timed  
Silent



600  
Black Hand

5  
200/100  
Mutant  
Melee



500  
Acolyte

6  
200/100  
Kevlar  
1 Timed



700  
Black Ha

7  
275/100  
Kevlar  
2 Timed



8  
275/100  
Kevlar  
1 Timed



9  
250/100  
Mutant  
1 Timed

