
Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by [cmatt42](#) on Wed, 26 Oct 2005 00:40:12 GMT

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PointlessAmbler wrote on Mon, 24 October 2005 22:57--Flamethrower infantry are now considerably more lethal. Their blast radius has increased significantly -- they're very nasty against most infantry. On the other side of that coin, however, they've lost a significant amount of health and armor, so a single shot fired too close to the Flamethrower's feet will cook him alive. We anticipate a lot of our older players not being careful and torching themselves by accident I sort of thought it was large enough already, but since the health and armor of this heartless bastard was reduced, I may like it. I'll just have to wait and see.
