
Subject: Re: Renegade: A New Hope Update
Posted by [htmlgod](#) on Sun, 18 Sep 2005 21:19:24 GMT
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FynexFox wrote on Sun, 18 September 2005 13:25The way I see it, a good SW mod isnt a good one until you have atleast one space map. Thastw hat made starwars so good is all the space battles.

Lets think about that. Space battles work ok in real combat because combat is not supposed to be fun. But in a game, in space, you can see any vehicle at any distance (Since there is no atmosphere to make things appear hazy). It would be like an infantry-only fight on a single colorless plane with no vision limitations and no obstructions to hide behind. In short, it would be no fun. And, just for future reference, I'd prefer if you didn't judge the quality of our mod before you've actually played it. [And no, you idiotic smack, that does not include leaked internal betas from a year ago.]
