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Subject: Re: What is Renegade.

Posted by [Dr. Lithius](#) on Fri, 20 Jan 2006 22:09:36 GMT

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I bet Enemy Territory: QuakeWars isn't going to be anything like Renegade. It's probably going to be like a futuristic Battlefield 2, which is absolutely fine by me, considering the demo for said game has got me hooked.

So...what makes Renegade so interesting? For me, it's the fact that it's Command & Conquer from an entirely new perspective; it combines two deep-rooted loves -- Command & Conquer and first-person shooters -- into one solid, beautiful game. Despite its flaws(such as the fact there appears to be no latency auto-balancing like in other games such as Unreal), it's an absolutely wonderful game with tons of unique units, weapons, and vehicles, both familiar and brand new! As mentioned before, the game is also more about tactics than about jumping into the fray and blasting the dogcrap out of the other side, as is the case in a lot of other games.(Even in Starsiege: Tribes, you could win the game by primarily destroying the other guys. And I mean in Capture the Flag mode!) It's a damned shame EA didn't let Westwood finish the game with a true C&C Mode... I would've loved to have seen that...played that... I bet it would've been great! Plus, I bet there would've been a Nod campaign, too. Not sure who you would'a played as, but still. In addition, this game has rekindled my love for gathering technical data on things, such as firing rates, destruction times, damage, and things like that.(For example, did you know the Beacon weapons do over 1,800 damage at zero-point range?) I love collecting technical data on this game...

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