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Subject: Re: Renegade 2 FPS

Posted by [BoMbZu](#) on Sun, 23 Sep 2007 15:43:45 GMT

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Some features what I was thinking about were:

Improved graphics (ofcourse)

Promotable units (just like in all rts)

Commander like features (no basebuilding , just coordinating)

Ingame VOIP

Weather effects

Purchaseable upgrades for the team ( F.E armoured pierced bullets stuff like that)

Personally I hope they keep it in the Tiberium universe But redalert would be cool too

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