This just keeps getting better and better, and the few MODs that do that that are the ones that succeed. Updates are timely, huge, and there is progress and not just talk. You guys also know how to present your work. This may just be big afterall. The challenge will be getting people to buy Unreal Tournament III (if they don't have it already), but it's only $29.99 on Steam, so I'll be buying my two copies soon. Both my PCs should run it just fine.

Initial impression: Holy shit! Again, you've raised the bar for yourselves. Are you sure you don't have Westwood (petroglyph) working with you on this!? It sure seems like it.

Side thought: Use something other than Imageshack (make a Photobucket account for Renegade-X stuff). It's slow and I couldn't get some of those to load to see it all.

Again though, I say the HUD seems bland, but that's a minor thing right now, and I know this is a WIP, so I won't say anything and really mean it just yet.

Nija Edit: Of course you're advertising this to the Command & Conquer community, but have you thought of advertising this to the Unreal community too? They may be less interested by default, but they already have the game, so...