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Subject: Official Renegade Update!

Posted by [Crimson](#) on Mon, 04 Aug 2003 03:55:03 GMT

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Yeah, I'm not sure I'd want EA changing the balance of the game either.

In my opinion, the only changes that should be made to the game are bug fixes, like your pistol being loaded by default, Techs getting 6 mines when they start, netcode optimization, etc... any new features should be non-balance issues like mine counters.

Of course new maps could be released as well, even introducing new game modes like Deathmatch and a working CTF (without base destruction)...

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