
Subject: Re: Renegade X - February Update!
Posted by [ArtyWh0re](#) on Mon, 02 Feb 2009 18:28:44 GMT
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You guys at Renegade X never cease to amaze me.
The walls flying looks much better than the original, it has more to look at like the paths leading into each base as opposed to the original map where its just a plain wall surrounding the base.

The Light tank looks awesome. very well made and skinned.

Like most people have said the building health bars on the hud will significantly change the game play.
Its a cool feature and I like it but its different from Renegade.
