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Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 25 Aug 2009 06:10:00 GMT

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Well in terms of improvements over Renegade, the mod will be released in three major stages.

1. Less content than C&C Renegade. First couple releases won't have all the units or maps, but will have the basic C&C mode with all ground vehicles and most infantry. They'll be updated with patches as more gets done.

2. As much content as C&C Renegade. The same vehicles, infantry, and maps as the original games, with some original ideas and levels, features, and the general Renegade X experience.

3. More content. Includes more games modes (C&C/CTF hybrid, objective-based mode, World Domination), more server side options and features, options to allow more beacons and/or vehicles, additional features and much more.

We'll be talking about all of this in detail before the end of the month. If things go as plan, we will get through stage 1 and most of stage 2 this year.

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