
Subject: Re: Renegade X - Pre-Release Update!
Posted by [reborn](#) on Tue, 01 Sep 2009 17:18:44 GMT
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I didn't realise that it wasn't going to be an exact translation from renegade. I assumed the warhead types, damage multipliers, damage values, credits gained, health, armor values and all that stuff was going to be a precise copy.

So it could be that the end product looks like renegade, only much much better, has the CNC mode like renegade, but the balance could be quite different, meaning different strats and techniques must be employed?
