
Subject: Re: Renegade X - Pre-Release Update!
Posted by [RTsa](#) on Wed, 02 Sep 2009 20:51:29 GMT
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The MRLS having a rotating turret (that can still be locked in place) really does sound like a pretty big upgrade and hopefully, it'll mostly balance the things if you don't nerf the Nod AR back to Ren settings.

Will be interesting to see how it goes. I do really hope that the points are fixed and not bugged like in vanilla Renegade, though.

Keep up the good work!
