ok, i have played 3 maps few hours ago, and here my opinion...

1- the graphics, models, effects is awesome (same as standart UT3 stuff)
2- vehicle drivable mechanics is terrible (like: very hard to kill free chars if you use apc etc etc...
3- c4 bugs, gdi enemy ref aim bug...
4- after 45 mins i got bored out of this, because its soo renegade looking with these arty camping WF on fields and some...
5- why no Under and ramjets?
6- i have 0 fps on main menu, and can't do much there (but with GTX 280 and GTX 295 its possible)
7- i can't play offline on these maps (to check out all eye candyes), i have type -mod=..\Renegade -solomod on desctop's .exe copy file but after i click it, server listing window appears (no main menu)
8- railgun shoot bug (you can see the laser only after 1 sec when you push "fire" button...
9- the huds... damn huds... these bright "yellow" and "red" is so ugly and ruin the entire game and game screen, if you guys wants different huds per faction, then GIVE IT UNIQUE LOOK! (the big white one was the best)

p.s. islands map is sweet! field map too dark and too small tib crystals on tib ground