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Subject: Re: C&C Tiberium Garden

Posted by [grant89uk](#) on Tue, 25 Oct 2011 13:10:42 GMT

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liquidv2 wrote on Tue, 18 October 2011 04:50does the fence block vehicles?

I would like to know this too. One major problem with renegade is the way in which everything is so static and unchangable. I know the engine is old and might not be the greatest but some level of destructiveness in the environment would be great. Because lets face it, tanks should be able to run over wooden fences lol..

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