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Subject: Re: RenegadeX

Posted by [R315r4z0r](#) on Mon, 09 Dec 2013 04:32:50 GMT

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The gameplay is much better than Black Dawn. Remember Black Dawn was merely a way for them to accomplish something (building original assets since they were no longer permitted to use UT3 stock assets) while giving fans something to play with in the mean time. It was by no means a polished experience made to represent how RenX's gameplay would be.

It does play like Renegade, but it isn't a carbon copy. It's kind of hard to explain. Mainly because I don't want to say too much about it without the team's permission, but also partly because of how the game's design is handled. It manages to stay very close to what makes Renegade Renegade but still feel new and fresh. The balance is very close to how it was in Renegade with a few obvious changes due to some new weapons and weapon controls/functions.

And yes the maps are slightly larger because infantry can now sprint.

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