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Subject: Re: RenegadeX

Posted by [Ethenal](#) on Wed, 11 Dec 2013 19:36:35 GMT

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Renx wrote on Wed, 11 December 2013 00:30 Adding sprint/stamina and random spread on the hitscan weapons sounds like the balance the will be completely changed. Would love to play Renegade against but not if it's full of battlefield/cod garbage lol if that's true, particularly the random spread, since if you're making a Renegade clone it would probably be quite logical to emulate the fact that no bullet ever deviates from its trajectory, ever? Changing that = not Renegade (though arty shells do deviate some)

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