
Subject: Next Patch suggestion(s)

Posted by [VVOLVERINE](#) on Fri, 10 Dec 2004 22:39:05 GMT

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Hey, first off let me say GOOD JOB ON THE CORE PATCH 1, second i think we can do even better.

I would like to suggest you add a "veterancy" system to RENEGADE similar to the one in C&C RED ALERT 2 so eventually when u get the third promotion you can self-repair(even though i realise that the vetrancy system didnt appear until later C&C games), next, i would love to see Mutants for GDI aswell in the extras or atleast some secret vehicle that's better than the PICK-UP TRUCK & SEDAN, there was one more thing regarding the new maps, in MUTANT REDUX how do u collect (or even can u collect) TIBERIUM in the HARVESTER that u can buy? and how much do u get if u do harvest?

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Posted by [Aircraftkiller](#) on Sat, 11 Dec 2004 03:13:59 GMT

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What's the point of adding more to Renegade to make it seem less like Command & Conquer than it already does?

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Posted by [VVOLVERINE](#) on Sat, 11 Dec 2004 21:36:11 GMT

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I'm an idiot... <---well thats simply rude of whom ever did this.... ive read dumbe stuff that went unaffected & now this?? well i guess some people dont like suggestions? harmless ones at that?

Subject: Next Patch suggestion(s)

Posted by [VVOLVERINE](#) on Sun, 12 Dec 2004 14:55:31 GMT

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ok odd.. sum 1 changed my post... oh well. but thats just my opinion ACK... i stand by it its ultimately up to the BHS to use my ideas or not... and i don appreciate people hacking my posts.
