We're remaking Renegade and the Renegade gameplay with maybe a +/- 5% variable (maybe 10%) of things that are different.

These are different due to either 1) Engine differences between UE3 and w3d, such as wheeled vehicles like the Humvee having a turn radius that acts like a real vehicle as opposed to either off or on turning as in Renegade or

2) Things that were broken in Renegade or things we think could be improved while still staying close to Renegade, such as the MRLS turret not rotating (By default it will turn but we'll make a toggle you can turn off and on so it is frozen in place, letting you fire around corners or behind you).

Here are a few (but not all) changes we think are useful, most of which are just small tweaks (like vehicle owner labels):
*Built-in voice communication (Okay that's in UT3 already) Now everyone can talk which is faster than typing (if they have a mic), and they don't need 3rd party software like Teamspeak (we also have plans for ways to enhance this communication).
*MCT now shows actual info about a building (Like Bar MCT shows teammmates and what classes they are, WF shows what vehicles are on your team and in use, etc)
*Queuing of vehicles. Instead of waiting at a PT for the factory to be available, you can buy a tank (only 1 queue spot per person at a time to prevent 1 guy hogging the entire queue by spamming) and tanks will be built in the order that people paid for them. Tanks will be locked to whoever bought it for X seconds and a text PM will be sent to the player when their particular tank has been built. This lets you do other stuff while waiting for your tank to be built such as switching classes, or if you purchased from the other side of the base, you can walk to the factory while it is queued up.
*Also empty tanks will have a hovering text label of who owns it or if noone owns it, who was the last driver for X seconds, hopefully helps a little with accidental team theft. (Of course that won't stop the asshole who steals intentionally.)(No labels for enemy vehicles.)
*Radar is an actual top-down image of the map. Again a feature already present in UT3.

-edit- A lot of the little tweaks are just about increasing the player's situational awareness by getting them more info that they could already get in Renegade, it just gets them the info faster so they can spend their time making decisions about their actions as opposed to wasting time getting the info in the first place.
-edit 2- Don't knock it 'till you've tried it. Even we, the staff don't know for sure if most of these will work out well since we don't have a build advanced enough to include these features for testing. At this point most are just ideas.