
Subject: Re: Renegade X - Pre-Release Update!
Posted by [Starbuzz](#) on Mon, 31 Aug 2009 13:41:52 GMT
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Can you shed some light on specific gameplay changes and how it plays out in the mod?

For example in Ren, during tank battles, using terrarin and also just jumping out of the tank for quick repairs made the difference between you dying or killing the enemy tank during a 1v1 battle. How does this play out in the mod?

Another thing is the pistol. In Ren the pistol is valuable tool and you really need to know how to use it. So pistol skills matter a lot. Will this reflect too in the mod? I hope.
