
Subject: C&C Renegade: Sole Survivor Screenshots
Posted by [m1a1_abrams](#) on Sun, 31 Aug 2003 16:18:27 GMT
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Seeing those screenshots of C&C Dos got me thinking about something. Did anyone else think the Nod turrets were far too small in Renegade? I expected them to be more like the shore defence cannon in that Renegade single player mission. The scaling was all wrong in Tiberian Dawn to make the game more accessible... I didn't expect the turrets to actually be the same size as a light tank in "real life", as it were.
