
Subject: Something is coming commander...
Posted by [Renardin6](#) on Fri, 27 Jan 2012 12:21:34 GMT
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One More Day !

Subject: Re: Something is coming commander...
Posted by [iRANian](#) on Fri, 27 Jan 2012 12:26:23 GMT
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Till reborn gets released??

Subject: Re: Something is coming commander...
Posted by [danpaul88](#) on Fri, 27 Jan 2012 13:11:20 GMT
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Meh, I will be sticking with X3:AP. Renegade has had its time

Subject: Re: Something is coming commander...
Posted by [Jerad2142](#) on Sun, 29 Jan 2012 03:08:40 GMT
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danpaul88 wrote on Fri, 27 January 2012 06:11Meh, I will be sticking with X3:AP. Renegade has had its time
The X series just doesn't have enough objective to keep me enthralled enough to figure the game out. I was kind of hoping AP would start the player out in the middle of a massive battle, or you

Subject: Re: Something is coming commander...
Posted by [danpaul88](#) on Sun, 29 Jan 2012 10:47:12 GMT
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AP is more of a plot bridge between TC and Rebirth, although the actual amount of plot was a bit disappointing and the 'war' is limited by the (lack of) support in the old X3 engine. Personally I can't wait for Rebirth to come out as a lot of the new concepts look pretty awesome and I don't

think the whole 'one ship' thing is really that big of a deal since you can remote pilot drones.

Subject: Re: Something is coming commander...
Posted by [Jerad2142](#) on Sun, 29 Jan 2012 17:33:14 GMT
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danpaul88 wrote on Sun, 29 January 2012 03:47AP is more of a plot bridge between TC and Rebirth, although the actual amount of plot was a bit disappointing and the 'war' is limited by the (lack of) support in the old X3 engine. Personally I can't wait for Rebirth to come out as a lot of the new concepts look pretty awesome and I don't think the whole 'one ship' thing is really that big of a deal since you can remote pilot drones.

I'm fine with the one ship thing, it's just that I expected to see more AI battles going on then what I have. I'm sure if I figured out how to build, and got some good ships setup it'd be a lot of fun, however I have the good luck of grabbing missions that stick me into combat against ships that surpass my own, and always end up getting owned.

Subject: Re: Something is coming commander...
Posted by [danpaul88](#) on Sun, 29 Jan 2012 21:29:00 GMT
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Unfortunately your starter ship is rarely a match for anything more threatening than a scout ship or two.... you can upgrade it a bit but you really need to get into an M3+ or an M6 before you can take on multiple enemy fighters at once... and for that you need \$\$\$.... and to get that you need to trade, raid freighters, build factories or take on other missions.

If you're looking to jump straight into combat there are a few X3:TC starts that give you a decent starting ship, such as the Assassin start, but you need to unlock them (which you can do with a registry 'hack') before they are available.

In AP you can usually find AI combat early on in Treasure Chest or, if you start as Terran, wander down to Heretics End and wait for an Argon battle group to turn you into space dust.... which they will, very quickly!

Subject: Re: Something is coming commander...
Posted by [Taz](#) on Sun, 29 Jan 2012 22:37:32 GMT
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Hey asses, this topic was about RenegadeX. Not some b-grade space shitfest.

lol.
