
Subject: Re: Renegade X Community Game
Posted by [Muad Dib15](#) on Sat, 19 Jul 2008 18:59:55 GMT
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I have vent...

For Renegade X, would it be possible to have weakspots on some of the vehicles just to make people have to aim more inorder to have more effective shots? ie: tanks: turret motor on the bottom of the turet, mammy: the support rails under the guns, and for apcs the exit doors? just some examples. But that would definately help gameplay.
