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Subject: Re: One step closer to renegade 2?

Posted by [Chuck Norris](#) on Sat, 22 Sep 2007 15:29:29 GMT

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It's a moot point about the MODs anyway. They won't become worthless because a new Renegade would most likely be based around Tiberium Wars, not Red Alert, Red Alert 2, or Tiberian Sun. IIRC, EA knows and has sort of unofficially approved of APB at the least, so they wouldn't make it on that. Even if a new Renegade came out, the MODs still proved useful by keeping the community along in all these years, and I'd bet people would still play them anyway (maybe not as much, but they still would).

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