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Subject: Re: Renegade 2 FPS

Posted by [Oblivion165](#) on Mon, 24 Sep 2007 03:17:10 GMT

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Thats my whole problem with the plot. There are a bagillion other planets just like earth out there and any civilization that has advanced to the point of intergalactic space travel would know the same.

They are using the same ol' stuff from the original 1950's war of the worlds and countless other films.

@frost I have no problem with the balance, it's the lack of needing a third faction of its type and the lack of variation in design. The original Red Alert had it correctly, basically the same technology but each faction had it's own specialization. Red Alert 2 had a nice groove building on that with country specific specialization but the Scrin fail. They have no business being in the C&C universe.

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