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Subject: Re: Command & Conquer: Red Alert 3  
Posted by [JPNOD](#) on Tue, 19 Feb 2008 09:50:30 GMT  
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{SB}Lone0001 wrote on Mon, 18 February 2008 13:12l would say it's mostly C&C3 with some Generals, if you don't agree it looks like C&C3 FFS look at the Allied War Factory!

There's no denying in that.

Imo a good General/C&C3 mod would be a Red Alert 3.

But why not use a good working product? And make alot more profit out of it without having to rebuild it from scratch. EA has it on the right end here.

If Renegade 2 would have came out it would have been based on a more advanced w3d engine type.

That's why I have so much respect for the mods's like Reborn, Renalert. ecta because thats the closest to a Renegade 2 youle ever get.

And you can't beat good gameplay. Graphic's won't do the trick for me. And I think that this counts for most people.

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