
Subject: The Legend Continues in CS:Source
Posted by [AircraftkillerX](#) on Thu, 21 Oct 2004 13:34:31 GMT
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Matrixnut42Xtrm2Matt I don't see Reborn bashing RenAlert every chance they have?

Thats because they can't bash them for anything, because RenAlert is vastly superior in every respect.... except... no, wait, EVERY respect.

Maybe because they don't need to bash a so bad mod... Gameplay of RenAlert is "self-explanatory".

What is fun with RenAlert : Helipad bug, stupid 1 hit engineer, reload aircrafts, bugged naval units, unused thief and spy, dumb apc that can't shoot everywhere, stupid low speed infantry, boring maps... And the more important : 1 server online 24/24h. (thanks n00bstories) It's far from a 'good' mod. I think Reborn don't bash RenAlert for one reason : When something sucks for real, no need to say it constantly ! People see it by themselves !
