With how C&C3 turned out, I don't think it will suck. Generals was EA's sole work, and it wasn't good, however with C&C 3 they've been taking the community into account. Things we've demanded, they added in.

The mistakes in the original Renegade are clear. Bad netcode, no support, poor singleplayer, no advertisement, and it was rushed. However, the advantages are also clear- It's fast, fluid, and fun, there are no delays (fast loading time, respawning without wait, small maps) unique, and different.

If the original Renegade was used as a stepping-stone for a new game, I'd believe it'd be awesome. Especially on this engine, which will be receiving a lot of attention for its eloquence. Most likely I'd say this is a hoax, but if the community continues to give attention to this topic on a large scale, and continue demanding its production, I think EA would have no choice but to consider. C&C FPS community can't just stick to mods, we all know that a properly done C&C-FPS game would allow us to expand.

I for one will be following this topic and pressing for more answers. After seeing EA's attention, excitement and support for mods like CNC Reborn, Red Alert: APB, and Renegade 2007, this community will have a lot of chances to show EA that we're ready for a new game.