Hey Apoc,

Well, the thing that really keeps us to ren is the gameplay. Renegade is so unique, and that is sort of what we were all expecting when we all heard "C&C FPS". - Gameplay similer to Ren, with updated graphics etc. So as you can imageine people are annoyed I understand that EA considered Ren to be a flop, but most fans will argue that the reason it was buggy was because WestWood was forced to rush the game by EA. Of course i dont know the internal details, or what contracts westwood signed with EA but thats pretty much what people think. I mean.. they had to add flying units in a patch?! Why wasnt that in the main game.... Even today the game is full of bugs, and although the multiplayer has its gameplay there... it really does feel rushed :/

To be honist though, 2 player max online for this new FPS?? That sounds ugh, I will be looking forward to the demo of this game however - I cant quite imagine how "squads" are gonna quite work in an FPS environment without looking silly, or having dumb bots that follow you around everywhere. But we will see - Please prove us all wrong apoc

EDIT: speaking of which... can we have a patch for ren to stop the latest ren cheat that we all love and hate?