I'm not a programmer by any stretch of the imagination. I will say that I am currently working on a game (Under EULA not to disclose what it is or what it's about until sometime in the near-future, hopefully) and that the programmers working with Unity have gotten the initial stages of the project laid down within a few weeks. There's really no reason why they should stick with Renegade at this point. It's becoming rather disingenuous to call their mods "games" when the code of the mods relies on Renegade to operate with the only modification being changes in scripts.dll that everyone can run. By that logic, any map using scripts.dll is now a "game". It's a silly watering-down of the word to the lowest common denominator.

You don't have to create upgraded graphics for UDK. It's possible to make artwork with the same quality as Renegade but in a modern engine. If they chose to take advantage of newer engines, they've got plenty of documentation and people willing to help. I fear at this point that staying in complete obscurity with Renegade has pretty much killed any chance of moving beyond it for them, though.