
Subject: Renegade Mods:RA2

Posted by [htmlgod](#) on Fri, 01 Oct 2004 23:48:37 GMT

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Well, I'm sorry for bashing Vengeance, I didn't think it would offend you that much. But I would like to point out that we are considerably further along than RA2: Vengeance. What has vengeance got? A few badly-made vehicles and some well-written scripts? SWMod has something like 12 vehicles, 8 infantry, 6 or 7 weapons, and several good maps.... I don't see the comparison there.

And I don't really like your comment about how KGBspy has no free time. If that is true, then he shouldn't be trying to make a mod, much less singlehandedly. You can't really throw that up as a defense of his lack of productivity, in my opinion, because it, if anything, is a reason that he should stop trying to attract the attention of players with his mod that is seemingly never going to finish.
