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Subject: "Why does Renegade suck?"

Posted by [icedog90](#) on Fri, 17 Dec 2004 21:11:02 GMT

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icedog90 Around the time Halo 2 and Half-Life 2 were released, Renegade lost approximately 6,000 ranked players. 19,593 still remain. Renegade didn't get hurt that badly by those two great releases, I'm surprised.

...In fact, they might not of hurt it at all, this could just be a bad month.

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