
Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Joey-Y](#) on Sat, 28 Jun 2003 07:57:05 GMT

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might as well just port renegade 2 into MOA's engine for a console and amke a new game out of it...

O yeah, the renegade/redalert2 files disapeard when they anounced 2 new games coming from LA (westwood/MOA team), when i talked to some EA dude about it, they suddenly reapeard.... i wonder...
