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Subject: Re: What made of Renegade a good game for us?

Posted by [Spoony](#) on Tue, 18 Dec 2007 10:47:54 GMT

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The fact that strategy is based on RTS - harrassment, economy stifling, containment etc. It frankly amazes me that Westwood, the creators of RTS, incorporated better RTS strategy into the only C&C FPS than they did into any of their RTS's

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