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Subject: Renegade 2

Posted by [loki290](#) on Thu, 08 Apr 2004 21:01:52 GMT

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i found this site that was making a large mod for renegade 2. it sounded really cool. it was based on red akert and red alert 2 they were getting along fine but ran out of funding to rent bandwidth and to pay some people so the shut down i think that rengaurd should take up this mod and finish it they said that if anyone was really thinking about it that they would give the files and ideas to them. who else thinx that they should do this??

i can't find the name right now so i'll get back to ya

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Subject: Renegade 2

Posted by [rm5248](#) on Thu, 08 Apr 2004 21:10:19 GMT

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Or, you know, we could just play RenegadeAlert...

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Subject: Renegade 2

Posted by [LTKirovy](#) on Thu, 08 Apr 2004 21:52:39 GMT

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Or you know, we could not

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Subject: Renegade 2

Posted by [L6P](#) on Thu, 08 Apr 2004 22:32:05 GMT

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Well, considering the fact that Renegade 2 IS NOT and WILL NOT be completed, I think that the mod is a lost cause...

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Subject: Renegade 2

Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 23:50:44 GMT

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LTKirovyOr you know, we could not

"we" being "you" considering there's over 500 people who play RA each month.

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Subject: Renegade 2

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Posted by [loki290](#) on Sat, 17 Apr 2004 12:30:40 GMT

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hey i am not trying to dis any one or any thing aircraftkiller i was not dissing anything i have renalert and it good but i was talking a bout a mod based in ra2 and they just stopped and i was thinking it would be cool for them to finnish it up.

still can't find the files i had on it #&!\*&@&#!&@ i'll get back to yall on that

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Subject: Renegade 2

Posted by [cowmisfit](#) on Sat, 17 Apr 2004 12:51:52 GMT

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L6PWell, considering the fact that Renegade 2 IS NOT and WILL NOT be completed, I think that the mod is a lost cause...

....that makes no sense what so ever. It would be a lost cause if they were going to come out wiht Renegade 2, considering they are not, that makes it a good casue because then we have what Renegade 2 was going to be.

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Subject: Renegade 2

Posted by [\[A-I\]NastyDead](#) on Sun, 18 Apr 2004 01:51:16 GMT

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You can find videos of Renegade 2 though, The plot looks stupid but the graphics are good and its points out that the engine can handle more then previously thought. Because the level that was shown was like the size of a DesertCombat map.

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Subject: Renegade 2

Posted by [IRON FART](#) on Sun, 18 Apr 2004 02:02:57 GMT

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Are you talking about the RA2: Vengeance mod?

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