I have to actually agree with you on this Aircraftkiller.

Renegade was meant to be C&C in First person view. The maps from C&C Gold/Red Alert were open and random.

Not like the Westwood maps, Confined, set routes and no room to create new tactics. The westwood maps didn't really let you create your own tactics, Westwood thought out the tactics themselves and then created a map around those particular tactics, not allowing for improvising and on-the-run decision changing of tactics.

Im all up for variation, thats whys Westwood created the mod tools. I would like to see more C&C based maps but also sometimes its good to try out these Modern tech/sci-fi maps, just for a change.