
Subject: Generals Renegade?!

Posted by [Anonymous](#) on Wed, 19 Feb 2003 22:00:00 GMT

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To all the renegade mod teams out there I ask you for a favor: to please create a generals mod for

rewarding and you would be looked upon by all (not to mention if it would be fun as hell) I got this idea from looking at the working Red alert renegade mod. It looks bad as hell, and that when the idea came into my head. Below is how I pictured it (I really only pictured the multi)First of all, I am

about it pleaseThe Multi would be much like the ordinary renegade, buildings with vehicles that you could purchase, but with the big generals twist to it. Basically to give a in debt look at my idea, I will go over every unit + structure, and how they would be implemented.Structures-USA-Cold Fusion Reactor- Same as the renegade Power Plant, except w/ new model, keeps the turrets running and the prices down. Barracks- same as the barracks in renegade, except with new

should be placed in a multi, unless you somehow implement general promotions. If you did, then general promotions could not be used after this is destroyed Patriot missile- Shoots missiles, use

Like the Tibetan refinery War Factory- makes vehicles, like the weapons factory, new skin its done.Air field- Hmmm, maybe this should be implemented due to its massive size, planes could always be made from the war factory, or to reduce size, you could just use the nod airfield with a

implement upgrades.Supply drop zone- Simple structure to make, but how it would be implement,

hardest structure to make. You could implement this in so if it is destroyed, no more beacons could be placed for attacks.Structures-China-Almost exactly like the USA except for models and a few thingsBunker- Should this be implements so players could run into it and fight in protection?? Up to you!Gattling cannon- Much like the Patriot missiles except with gattling guns.Propaganda

very easy structure to build, the programming on the other hand might be a pain in the buttNuke Missile- Like the Particle Cannon, this would be hard as hell to implement due to animation.Structures-GLA-OUCH! This side will be hard as hell to balance due to the fact there is so less necessary structures! I really could not say what to do to balance it out. You could take out

just like the USA and China, besides looks (barracks, Command center, est.)Stinger Site- basically a hole with sand bags and three real accurate and hard computers controlled players,

possibly balancing. Demo trap- Same as abovePalace- like the Propaganda and Strategy

though.Scud Storm- I would hail the men who could make a fully animated model of the scud storm, by far, with the animations or with out, the hardest structure to make in a generals mod,

with a machine gun, and maybe flash bangs. Missile Defender- A hard, yet slow, anti tanker, comes with a laser locking rocket launcherPathfinder- an invisible unit unless moving or shooting, comes with the cheaper sniper rifle.Col. Burton- The hero unit, should be extremely expensive, and maybe even a cap. Comes with a sniper rifle, knife, and a load of c4. Is invisible unless attacking.Infantry-China-Red Guard- Default unit, and in the game, the weakest rifleman. Comes

with some single shot rifle with a baton on it. Tank hunter- Rocket launcher with dynamite. Hacker-

expensive. Infantry-Rebel- Basic infantry for the GLA, with (I think) an AK-47. RPG trooper- Armed with an old rocket launcher but seems to be the best rocket infantry of all the rocket

him? Hijacker- this might be hard to program, but he would be fun. He is invisible unless he moves. Angry Mob- another unit that would be hard to program, maybe you could have one mobster as the player, and the other 7 computer controlled that follow him around. Some come with rocks, some with handguns, some come with Uzi, and all have molotov cocktails. Jarmen Kell- The best sniper in the game, not to mention every once in a while he can sniper someone out of a vehicle Ouch! My back hurts! Next up Vehicles! Ground Vehicles-USA- Crusader- medium tank,

with new skin. Tomahawk- another challenge, I know the red alert mod has made artillery; I guess this could work kind of like that, except with missiles. Paladin- A long tank, with heavy firepower. Can shot down missiles with lasers. I think it should be placed in game w/o lasers. Ground Vehicles-China-Battle Master- a cheap round tank Gatling Tank- a tank with a gatling gun on it.

Dragon tank- should be easy, you can use the flame effects from the nod flame tank Inferno Cannon- Like the artillery in Red Alert Renegade, this uses an arching shell to attack base defenses. Nuke Cannon- This would be hard to implement, due to animation, but it would be

even get away with using the mammoth tank model w/ a new skin. Ground Vehicles-GLA-This is

tractor- Another funky looking vehicle, you would have to make the toxin animation with it. Rocket Buggy- Funky looking vehicle that shoots rockets like the stealth tank expect a lot faster Scud Launcher- Like the other three artillery vehicles, this would shoot in an arch Bomb truck- forgets the fake disguise, just make this baby run fast!-The next three is the true headache; these vehicles can be upgraded twice by collecting enemy parts, I have no idea how any of this could at

Upgrades to become more powerful Marauder- a medium tank at first, and upgrade to have twin barrels making this the strongest GLA tank. Next is Air Air-USA-Comanche- a helicopter just like the nod apache.-A note about planes, so far, now ones ever made on non-hovering aircraft in renegade. The easiest way to make planes would be to make them hover, a slow incline and decline, but they move forward quickly. Raptor- the heaviest plane in game, come w/ 4 bombs Stealth fight- like the raptor except it only has 2 bombs and it invisible Aurora Bomber- this

one large bomb, then it goes 50% go the speed Air-China-Mig- like the raptor, but it carries 2

collection; there is a large pile of resources in the middle of the battlefield and all collectors automatically run to collect it. A USA Chinook would collect US supplies, 3 Chinese trucks for the Chinese, and 8 GLA workers to fund the GLA. There may be some balancing problems with that, due to the fact workers could be ran over. Superpowers- Like in renegade, each side will get a beacon they can use to place super power attack in the other base. The ion cannon animation could be used for the particle cannon and the nuke animation is already compiled, the big bummer is the scud storm, a new animation would have to be created for that. General Promotions- I would

place them in this mod, except for maybe the 5th level super power, that come with a set a beacons them self, just a idea. Upgrades- You could implement upgrades though a menu in a purchases terminal, if one man bought a upgrade, then the hole team would get if for the rest of

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