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Subject: NOVA: Existence Mod

Posted by [Anonymous](#) on Fri, 29 Nov 2002 18:56:00 GMT

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Welcome fellow Renegaders. I'm here to tell you about the mod for Renegade called "NOVA: Existence" First of all, this mod is made by NOVA Mod/Map/Skinning team. Now onto this mod. Its set during, well, now=) Its US Marines (USMC=United States Marine Corps, Corps is pronounced Core, not Corp also) and the USMC is up against the Axis's of evil. Axis's evil include all of todays top bad guys;) Like Usama, Suddan, and etc. Expect a 7-11 logo here and there, hehe. Now, The maps, Well there will be LOTS of maps. Due to the new patch for renegade allowing the map rotation limit set to 100. There will be New vechiles for everything on both sides. New skins. Also each character will have three sets of skins, Like on GDI(now called USMC) they have Camo's, which are Woodland, Snow, and Desert. There will be some other vechiles to. Like a stealth bomber, Some planes, Helicopters. Theres going be new buildings, for both sides and civilian ones. New Weapon skins, maybe if we decide to, new models, which i think there will be. Also public feedback is neccessary, and wanted for this mod. Post something what you want to see. Also this Mod will have lots and lots of beta's. Even when its no where near complete. Public feedback is a must for us but we don't wanna just release this to the world. We decided to select who we think can give us the right feedback to help make this mod the best we can. Here you will find screenshots, info, maps, models, staff, and what ever else.<http://cncex.com/forums/index.php?s=8df243143eed5954cfe27304251cb89b&act=SF&f=25> Apart of NOVA mod, mapping, modeling, skinning team and apart of CnC Explosion, Soon to be a growing community for CnC info and much more=)

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