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Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Wed, 09 Oct 2002 16:10:00 GMT

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quote:Originally posted by Triforce:As of right now, I am officially announcing my TS building mod, Renegade:Firestorm. Once I finish the necessary buildings, I will begin to release them in my own maps, all of which will be in MIX format. I don't plan on adding new units, but that may change with time. Even without new units they still should be fun to play, as the new buildings may offer/need new tactics for their destruction. The first map which I will release with my new buildings will be C&C\_Under2\_Bilzard, I felt it was only right to get Under involved, I KNOW everyone just loves the map... Sorry I have no ETA for all this, but I'll be sure to make it soon. Here's some new eye candy of the Hand Of Nod, still under construction. Out of all my buildings I like this one the least, I'm not happy how the back and sides look. Tell me what you think.

Enjoy!<http://www.renegademo.ods.info/users/Triforce/NAHND.jpg><http://www.renegademods.info/users/Triforce/NAHND2.jpg><http://www.renegademods.info/users/Triforce/NAHND3.jpg><http://www.renegademods.info/users/Triforce/NAHND4.jpg><http://www.renegademods.info/users/Triforce/NAHND5.jpg><http://www.renegademods.info/users/Triforce/NAHND6.jpg>

Triforce I like the idea, but the hand needs another try, it doesn't look right. I'm not saying I could do better, but it needs a bit more work. I think you should hire a vehicle/infantry maker and start a full mod. but I like the idea where you don't have to install things, and it's just on the maps. Keep up the good work. My 1 suggestion: Try to make a map with a vein hole monster in it! just replace the nod harvester and the refinery with a chemical plant thing and weed eater. make an ore field for GDI, and a vein field for Nod. I dunno, the vein hole monster just is cool.

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