
Subject: Tiberium Desolation - Mod Help
Posted by [Titan_HQ](#) on Sat, 18 Mar 2006 11:48:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tiberium Desolation (TD) is a multi player mod.

Background:

1918: Allies win WW1

1935: With the build up of German forces the GDI is formed to stop any war from ever happening again. It consists of the armed forces of 17 nations including UK, US, Canada and France. The GDI's overpowering force is supposed to make any country think twice before taking any military action.

1956: Germany joins GDI

1972: Nod is formed and GDI wins its first major war. It lasts only 6 months but this proves important. GDI took many losses and starts a rigorous technology program to create the most advanced fighting machines in existence.

1990: Tiberium comes to earth

2007: Nod resurfaces and the first tiberium war takes place.

2021: The mod is set here, 14 years into the war and both sides are still strong. With the constant fighting both sides have created more advanced technology than most people can imagine. The war has been taken to the deserts and both sides are experimenting to create the ultimate fighting machine, a tiberium enhanced human.

Some features:

New skins, different skin for each map.

New weapons, BR177 assault rifle

New buildings, Ion-cannon defense up-link, Tesla cannon

New Units, Mobile command center, Avenger tank

New characters, GDI captain

And much more

=====
The mod aims to take the best from Renegade, TS, Red alert, RA2 plus brand-new original ideas and bring them together in one mod.

=====
If you are interested in doing anything, making maps, weapons, buildings, coding, skins, concept art...etc or if you have an idea you would like to see in the mod please post a reply here or to email me [Click HERE](#)