
Subject: Re: Tiberium Desolation - Mod Help
Posted by [Titan_HQ](#) on Sat, 18 Mar 2006 12:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Sat, 18 March 2006 06:08Interesting...

But doesn't it look a lot the same as the original story (aside from the timeline.)

Anyway, good luck!

Everything in the game will be changed. Anything that is brought in from other games will be changed to fit in with the timeline. Both sides will be totally different from what they are in Renegade. GDI will get new equipment. each individual unit is suited to one purpose. This will try to make GDI operate more like the US army. GDI units are powerful and expensive, limiting production. Nod units are quick, clever and cheap but they are less specialised so Nod has to operate more like a terrorist group and use gurilla tactics and out-number GDI to win. In renegade both sides had cheap and not-so-cheap units making each side fair. This mod means that players have to think about what they buy in order to win.
