
Subject: Re: A Brand New Mod for Renegade!
Posted by [Titan_HQ](#) on Fri, 19 May 2006 13:45:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

KimoSabe7 wrote on Fri, 19 May 2006 13:30so they have a very pointless and very massive overwhelming ADVANTAGE!!! lol that should be fun i can see the reactions of players joining a game...*player has joined fighting for NOD*...."MY LIFE IS OVER IM GOING TO KILL MYSELF NOW BYE!!"....*player has joined fighting for GDI*..."YEA LETS KICK SOME ANCIENT GARBAGE DRIVING DESOLATE WEAPON USING NOD ASS!"

Neither side has a massive advantage, Nod can get alot more equipment than GDI can for the same amount of credits. Nod also have specilised weapons made for fighting against specific GDI vehicles/characters. Nod also have blade weapons, which although they kill in one go, the characters carying such weapons are v.easily killed. This adds to the fact that Nod have to either use stealth or massed attacks to win. But rushes will not work in the mod as each teams defenses can destroy a massed attack of one type of vehicle e.g (in renegade you buy 7 flamers and attck... u win) But if the attack is thought out properly and planned well it is easy to win. Each vehicle has a weakness in its defense. E.G the GDI avenger AFV has two miniguns and a 90mm cannon. Making it an all round good vehicle but its armour is light and explosive weapons have a 5x more effect bonus on this vehicle.

Another feature in the mod is that all vehicles have to have a driver and a gunner to work. although It can be driven without a gunner. Also On every vehicle with a turret, the turret is seperate, which means the turret can be destroyed and the driver can still get back to base to repair. Repairing your vehicle also costs a certain amount of credits, this will encourage people to work together (hopefully).
