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Subject: Re: Renegade 2 Screenshots

Posted by [NE]Fobby[GEN] on Wed, 03 Jan 2007 22:38:12 GMT

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Yeah Renegade 2 was what was between Red Alert 2 and C&C Tiberian Dawn.

Putting the pieces together, its rumoured that there's 2 different teams: Allies, and the Scavengers. Scavengers were basically a pro-Soviet insurgency against the Allies, secretly directed by Nod.

That's the logo of the Scavengers faction. Notice how it has Nod's scorpion tale, and the Soviet star, as well as Russian. Also notice the bottom left where it says- Scavengers/Fallen Soviet Empire.

It was also going to introduce the Mammoth tank, as seen on TAS's website. Tri-count = 10,000

Here's a Kirov Airship - notice the Scavenger logo.

This is an untextured Rhinotank

TAS also drew some concept drawings of infantry, as seen below there's 2 versions of the Seal and the Conscript soldier:

There's also a tribute to Renegade 2 on the CnC-Source website. It briefly explains the theme of the game, and provides some more screenshots. It's a huge wealth of information of the possible sequel to Renegade. Here's some info found on the site-

Quote:Renegade 2 was a project presented to Electronic Arts and was dismissed so it was never made. Renegade 2 was a Westwood project back when WW was still alive. The demo that was made for EA was purely an example of what the engine could handle, they showed it off using extremely high polygon models, a newer W3D format and a modified Renegade engine. That is why in everything we have seen of Renegade 2 has high poly models one of the biggest examples is the Scavenger Refinery map made by Chuck Carter. Other examples are the models that Westwood made for the demo these included a bunch of trees, rocks, Soviet and Allied Units

and some Soviet Walls.

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Now since Renegade 2 demo which we've only seen screenshots of and have some of the models from it. We never knew what the story was going to be or anything but its most likely it would follow from Renegade 1's story. Which could have been a really great game if packed with all the features Renegade has now with features to match games like Unreal Tournament or Quake3.

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Now keep in mind here that Renegade 2 was only a show-off demo to EA so what they made for it does not mean it was a Red Alert based Renegade but lets speculate anyway from what they did use. The idea for the Renegade 2 demo though well from the screenshots we've and information we've seen suggest it was based after Red Alert 2 and the fact that one of the screenshots has a Hand of Nod with a smashed Soviet Hammer in its fist instead of the Earth in its grip as normal. Suggest it continued after Red Alert 2 as a transition to the Tiberian series. Which as we all know Red Alert 1 was a prequel to Tiberian Dawn originally until EA made Red Alert 2, so my guess is WW wanted to have some fun by merging them again. Which is really quite a fun idea even though they don't match up (Red Alert 2 the prequel to Tiberian Dawn I don't think so!).

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If this was turned into a full game we'd expect to see a world just before Tiberium crashed down in a meteor as it did in Tiberian Dawn. The falling Soviet empire would be scrapped together from parts like there falling empire, the Allied forces would be suffering from a bad economy because of so much money going into the War Effort. The game would tell the story of how the Soviets became the sneaky Brotherhood of Nod and how the government solved economic problems and formed the Global Defence Initiative.

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So we'd expect to see a more advanced technology then Red Alert 2 but looking scrapped together and made of cheap materials. We'd also see the begining of the change over by some Nod style units being on the Soviets and GDI style units being on GDI. The game would also have to tell somewhere how all the Red Alert 2 technology was lost before Tiberian Dawn. An explanation could be so much money went into the war effort and it costed so much to maintain old projects like the Chronosphere and Iron Curtain where closed down. They were forgotten when Tiberium hit the world years later and it was like a world wide gold rush for organisations.

There's tonnes of more information out there, including what former Westwood employees have said about Renegade 2. It could've turned out to be a great game, since Westwood was picking up from any mistakes they've made in Ren, and improving the general game. They were also planning to really improve and concentrate on the multiplayer aspect, since most people who have the game loved the multiplayer.