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Subject: Medieval themed mod, anyone interested?  
Posted by [Sir Phoenixx](#) on Fri, 06 Jun 2003 22:46:10 GMT  
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ArUsH4nIIYeah!, I would love to play that, Crossbows would be pretty mad.

Oh,and instead of normal vechiles, eg MRLS: Make it a caterpault.

Now that WOULD be cool.

We were also thinking about stuff like horses and elephants and such too.

I have a modeler (me!), skinner and a weapons properties scripts guy...

We need a character modeler (to model the amazons, holy knights, mages, etc. And to also model the animal "vehicles" if we use them.), mappers, another skinner, an animator to do the animations for the melee attacks and other stuff. And anyone else who would be interested in helping.

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