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Subject: Mutation Mod for Renegade

Posted by [Jerad2142](#) on Mon, 15 Jan 2007 17:35:01 GMT

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I'm making a mutation mod for Renegade. Its going to be set up so that if you are killed by the enemy you change teams to nod. At the start of the game there will be one soldier on Nod and the rest will be on GDI. Once there is only one soldier left on GDI the game will end and he is the winner. The buildings on GDI will be invincible and GDI will not have base defenses, nod will have an obelisk that will only shoot at vehicles. There are only two problems with this mod, 1 its going to be a .pkg file (which some people really don't like, some it doesn't matter so it won't be a problem for them). And 2 its going to need a multi scripts loader (Hopefully jonwil will include it in his next scripts package). I'm trying to decide what the nod soldier should start as Visceroid, Acolyte, Initiate, Templar, Petrova, or Raveshaw. After the first nod soldier the selection will be random, but if you guys wouldn't mind saying what soldier the first nod soldier should start as it would be helpful.

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