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Subject: Renegade Unleashed 4.8

Posted by [BlazeDragoon](#) on Sun, 13 Jul 2008 22:37:27 GMT

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Hey there everyone, just here posting about my mod. Renegade Unleashed is a mod I work on from time to time, and have been messing with the mod for along time now.

The mod keeps all of the original Renegade units, and adds new features and units, only expanding to renegade, rather than changing it all around. The mod features many alternate fire modes, and a lot of new vehicles and infantry. To purchase the most of the new units simply goto the extras menu. I've worked hard to try to keep the renegade feel to the mod, expand a lot to it, and add it's own special feel to the mod.

Small feature List:

54 Infantry Total (including alternates/both teams)

47 Vehicles Total (including alternates/flying/both teams)

New Tiberium Strike Beacon (spawns on maps)

Multi-gunner Mammoth MK2 (1 driver/3gunners)

Deployable Tick Tank (Pressing Y Key)

Many new alternate fire modes (right click)

I have a dedicated server up for the mod. The server has RR, Brenbot, and of course the mod on it. I've used to play my mod awhile back with a good amount of other people(14+ at a time), and I'd honestly like to get some bigger games of my mod going, and for a mod that's not a total conversion with a big team working on it such as Reborn and Renalert that's been a bit difficult, same goes for getting a community. However, I've been working on it and will probley keep at it for a bit. Anyways, I hope the mod provides some of you with some entertainment and I hope to possibly see some of you ingame:).

Download from Game-Maps.net:

<http://ren.game-maps.net/index.php?action=file&id=1163>

Download from my Mirror:

<http://z11.invisionfree.com/BlazeMods2/index.php?showforum=4>

Website:

<http://www.blazemods.com>

Also if you try the mod please leave comments about what you think, good or bad:).

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