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Subject: Renegade: Scorched Earth

Posted by [Reaver11](#) on Thu, 30 Apr 2009 13:30:01 GMT

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Diehardn1, Madracks and me have been thinking of creating a new mod for Renegade. We have decided to go for a ww2 scenario. (The banner was created by Dreganius)

The game will contain two main sides with 5 subsides which will be determined per map. The idea is also to get a tech level structure which will allow certain maps to be played in 1941 and others in 1945.

The two main sides will be the Axis and the Allies. The five subsides are the Germans, Russia, Japan, America and Great Britain.

Since this setup requires a whole lot of content we are starting up a standard game of Germany vs. a mixture of Great Britain and the Usa.

Open functions:

At the moment we require someone who can model characters or can uvw unwrap and texture or can bone/rig. (Later on we will need map makers but for now that is just too early)

If you are interested post here or pm me what you can do for this mod. Also attach some screenshots of your work.

For now some screenshots of content that we have already made. Currently Diehardn1 is working on uvw unwrapping and texturing. Madracks is in charge for the weapons and I'm currently doing vehicle modeling.

Here is a quick view of the Thompson sub machinegun.

A street view with some tanks!

Nashorn self-proppeld AT interior.

Some more German tanks with just a basic texture.

This is it for now, a moddb page will be up soon.

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