## Subject: Renegade X - Pre-Release Update!

Posted by [NE]Fobby[GEN] on Sun, 30 Aug 2009 05:04:10 GMT

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We've got an exciting update for you guys!

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The first Renegade X beta will be released September 30th 2009!

That\'s right! Renegade X is coming soon to a computer near you. The Renegade X open beta will begin on September 30th of this year! We, Totem Arts, have been working hard on getting this mod to its followers for the past couple years, and the time is finally drawing near. As of now, all of our first release content has been finished, and the team is going forward with polishing this project.

And let me tell you, it plays beautifully. Earlier today our team, testers and VIPs got together to play a game of Renegade X\'s current build. The testers were astonished, as the mod runs smoothly and almost perfectly, with intense gameplay and action. There are still a series of glitches that need to be fixed, features to be adjusted and assets that must be looked over within the next month, but we believe the mod has reached the point in which our fans must playtest and give appropriate feedback.

The beta will feature all of the following:

Teams:

The Global Defense Initiative: A globalized and multinational military task force, colloquially known and referred to as GDI, the Global Defense Initiative originated from a secret military alliance between the most industrialized and advanced countries under the United Nations umbrella.

The Brotherhood of Nod: An ancient and secret society that allegedly predates most of civilization\'s recorded history, the Brotherhood of Nod represents a globalized as well as a futuristic cult, and a network of militant cells worldwide.

Buildings:

GDI Advanced Guard Tower: The main GDI defense tower, armed with four machine guns and Tomahawk missiles
GDI Barracks: This allows you to purchase higher classes of infantry
GDI Weapons Factory: This allows you to purchase vehicles
GDI Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

Nod Obelisk: The main Nod defense tower, armed with a powerful laser
Nod Turrets: A turret fires tank shells at enemies within range
Hand of Nod: This allows you to purchase higher classes of infantry
Nod Airstrip: This allows you to purchase vehicles
Nod Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

-Powerplant coming soon!

Vehicles:

GDI Humvee: GDI\'s basic scout vehicle, armed with a heavy machine gun.
GDI APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.
GDI MRLS: A Mobile Rocket Launcher System that can provide long ranged firepower.
GDI Medium Tank: An M1A1 Medium Tank with a large anti-tank cannon and heavy armour
GDI Mammoth Tank: A massive tank with dual cannons and dual tusk-missile launchers

Nod Buggy: The Brotherhood\'s basic scout vehicle, armed with a heavy machine gun.
Nod APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.
Nod Artillery: A long-ranged G6 Howitzer capable of providing heavy artillery.
Nod Flame Tank: A dual-barreled flame vehicle.
Nod Light Tank: Nod\'s basic combat tank, both fast and effective
Nod Stealth Tank: A stealthed vehicle armed with dual short-ranged homing missiles per clip

-Orca, Apache, Chinook helicopter, and more coming soon!

Infantry:

All of the following are armed with a pistol and at least one timed C4.

GDI Soldier: Basic rifle infantry.
GDI Shotgunner: Basic infantry armed with a shotgun.
GDI Grenadier: Basic infantry armed with an automatic grenade launcher.
GDI Engineer:  Armed with a repair gun and remote explosives.
GDI Officer: Special character armed with a heavy chaingun
GDI Sniper: Special character armed with a sniper rifle

GDI Gunner: Dead 6 Commando armed with a heavy rocket launcher
GDI Personal Ion Cannon Havoc (temporary): Havoc the Commando is back, but with this build he will be carrying the PIC until our Sydney is done
GDI Hotwire: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

Nod Soldier: Basic rifle infantry
Nod Shotgunner: Basic infantry armed with a shotgun.
Nod Flamethrower: Basic infantry armed with a flamethrower
Nod Engineer:  Armed with a repair gun and remote explosives.
Nod Officer: Special character armed with a heavy chaingun
Nod Black Hand Sniper: Special character armed with a sniper rifle
Nod Stealth Black Hand: A stealth trooper armed with a laser-rifle
Nod Railgun (Sakura, temporary): Sakura is back, but with this build she will be carrying the Railgun
Nod Technician: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

10 more infantry coming soon!

Superweapons:

Ion Cannon beacon: A giant beam shot by a space-based satellite at a selected target.
Nuclear Strike beacon: A tactical nuclear blast at a selected target.

Maps:

Islands: A beautiful group of islands linked by land bridges on a clear-blue-skied setting, with no automated defenses.
Field: A dark grassland setting with a waterfall, river and a barn, with a large field for action

Many more maps coming soon!

And of course, this being our first beta release, it will be a very early version of Renegade X, and will in no way, shape, or form, represent the full release. The mod will be released in three main stages.

1. Less content than C&C Renegade. First couple releases won\'t have all the units or maps, but will have the basic C&C mode with all ground vehicles and most infantry. They\'ll be updated with patches as more gets done.

2. As much content as C&C Renegade. The same vehicles, infantry, and maps as the original games, with some original ideas and levels, features, and the general Renegade X experience.

3. More content. Includes more games modes (C&C/CTF hybrid, objective-based mode, World Domination), more server side options and features, options to allow more beacons and/or vehicles, additional features and much more.

On September 30th, I will be rereleasing this build\'s information as well as providing a \"to be added later\" list. This version won\'t have very much on the custom server-side options front, but we do plan on adding many more features, game modes, vehicles, and a plethora of server side options in later releases. Just be patient as you always have been, and the patches and betas will get to you.

Nod Obelisk:

The main Nod defense tower, armed with a powerful laser.

Toggle Spoiler

Advanced Guard Tower:

The main GDI defense tower, armed with four machine guns and Tomahawk missiles.

Toggle Spoiler

Refinery:

This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team. It also provides 2 credits per second to each player when operational.

Toggle Spoiler

Chaingun:

The chaingun is a 500-clip weapon carried by the Nod and GDI Officers.

Toggle Spoiler

Nuclear Strike Beacon:

A tactical nuclear blast at a selected target. Simply deploy a beacon and watch the fireworks.

Toggle Spoiler

Gunner

As a member of the Dead 6, Gunner has seen a fair bit of action in his life. Carrying a rocket launcher which is both anti-vehicle and anti-infantry, this Gunner can kick serious ass!

The Gunner image will be available very soon!

Purchase Terminal Layout

One of the core pieces of C&C mode is the purchase terminal, where you can purchase

characters, vehicles, and superweapons. Below is the new and improved PT layouts for GDI and Nod:

Toggle Spoiler

Toggle Spoiler

Nod Buggy

The Nod Buggy is the Brotherhood\'s basic two passenger scouting unit. Armed with a machine gun, it can run down enemy infantry and provide quick attacks on the enemy base.

Toggle Spoiler

GDI Weapons Factory

The GDI Weapons Factory provides a GDI player the ability to purchase five different vehicles as long as it is operational.

Toggle Spoiler

Nuclear Missile

Probably the most important missile in the mod, the Nuclear Missile is a tactical weapon with the capability of wiping out an entire structure with just one.

http://ric3d.com/ren07/nuke03.jpg

In conclusion...

You can look forward to seeing more updates, podcasts, events, and possibly interviews as the exciting month of September progresses.

The release date has been locked in. If you do not have UT3 yet, get it before your time runs out. We hope you\'re ready.

http://www.renegade-x.com