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Subject: new modles

Posted by [U927](#) on Mon, 26 Apr 2004 15:23:10 GMT

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Ahem.

HeXetic: Alright. Let's have it - how the heck do Tiberian Dawn units fit into RenAlert?

Aircraftkiller: Heheh - I've heard this so many times over the past week. "How will this work? Crate goodies? Or are you just a bunch of idiots who want to mix and match stuff to look cool?"

It's actually a concept that hit me - what really happened in the transition from Allies to GDI, and Soviets to Nod? This will explain it. I want to have at least one "bonus" level that will be based on just that. It's 1995, Tiberium recently hit, the GDI hasn't been formed completely, and the Nod forces are growing stronger, still using Soviet uniforms due to the rag-tag resistance that happens when any nation is conquered by an opposing force.

The details are still being worked out, but this is certain: Allies will have GDI weaponry. The Mammoth Tank will exist and be purchasable by the Allied team. Medium Tank, too. Mostly the GDI units from Tiberian Dawn, down to the MRLS. Soviets will have mostly Nod units - Flame Tank, Recon Bike, Light Tank, SSM, etc... That is how it fits in.

If we actually do it, that's what would be most likely to happen.

Who knows? It might even be a single player mission.

It won't happen until, at the least, the 0.994 or 0.995 patch. After 993, it's almost nothing but adding new levels and fixing bugs. That's it.

HeXetic: Will the old vehicles still be present - so the Allies would have their light and medium tanks and ranger in addition to the Mammoth tank?

Aircraftkiller: Nope - we'd assume that the Nod forces stole the vehicles, or that the Allies simply disposed of the Light Tank in favor of the Medium and Mammoth. The Ranger would have been retired in favor of the Humm-vee, much like what happened in real life. The Jeep was replaced by the M-1025 HMMWV in the 1980s.

HeXetic: So it will be a complete transformation for the teams, or will there be any "remnants" at all

Aircraftkiller: I'm not sure - the design is still up in the air.

HeXetic: What you're probably most excited about is the opportunity to use the E3 2000 Renegade models though, right?

Aircraftkiller: Of course. It's a great honor to almost become the "Second Westwood" in being able to recreate their ideas and continue on in paying homage to their legacy. Eric and company gave me what I have, to work with and improve the game, so that's what I plan to do

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