
Subject: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [xenon wolf](#) on Sat, 11 Mar 2006 13:47:00 GMT

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In late November 2005 a new Command & Conquer total conversion for Battlefield 2 based on C&C 95/Tiberian Dawn was announced under the name of Tiberium Birth. It is my delight to add that this mod is still running and on going but under a new name Tiberian Dawn: Conspiracy of Nod.

We have been busy the last 3 months as i've taken precautions and guidance from people on how to gain a team successfully. Today i would like to Unveil what we have been doing all this time.

At the moment we are concentrating on the mainstream vehicles for each team but time has been dedicated to the Global Defence Initiative more so that Nod.

I am going to start with the Nod forces:

The Stealth Tank, Model was made by Ulyses.

The SSM (surface to surface missile launcher), Model was made by Ulyses.

Thats all for the Nod forces so now i'll show you the GDI forces:

The Humvee was also modeled by Ulyses.

The MRLS (Multiple Rocket Launching System) was modeled by Ulyses.

The Orca was modeled & uvmapped by Sir Phoenixx (no just because its called an orca does not mean its a flying whale although its design does seem to portray that)

Since then Ulyses retired from our team so i would like to say a big thankyou and farewell, may his future be full of light.

Ok now im going to press on with the final piece of our display. I present to you the GDI X66 Mammoth Tank, Model & Texture was made by the infamous Aircraftkiller from Renalert/RA:APB Render was made by a close friend of mine over at C&C Reborn who goes by the name of Sloth.

Thank you for your time and i hope you enjoyed our update just as much as i have enjoyed writing it.

If you wish to join the Team or simply visit our website and/or join our forums then please go to www.tiberiandawncon.com All is welcome

Xenon Wolf
Lead Producer of Conspiracy of Nod

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 11 Mar 2006 16:05:00 GMT
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Like I've said before, I'm looking forward to this mod.

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)
Posted by [JeepRubi](#) on Sat, 11 Mar 2006 16:22:14 GMT
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Can't wait, keep it up.

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)
Posted by [jd422032101](#) on Sat, 11 Mar 2006 18:49:54 GMT
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Nice work.

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)
Posted by [blkhnd112](#) on Sat, 11 Mar 2006 22:54:28 GMT
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Quote:The MRLS (Multiple Rocket Launching System) was modeld by Ulyses.

I can't remember which one it was, but wasn't it called Mobile Rocket Launching System in C&C95?

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)
Posted by [JeepRubi](#) on Sat, 11 Mar 2006 23:04:22 GMT

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Yes it was.....

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [icedog90](#) on Sat, 11 Mar 2006 23:13:05 GMT

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Those models are so nicely detailed and accurate.

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [Kamuix](#) on Sun, 12 Mar 2006 00:35:42 GMT

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Nice work can't wait for this mod.

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [htmlgod](#) on Sun, 12 Mar 2006 14:39:40 GMT

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Pretty nice looking stuff. Link?

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [Aidoneus](#) on Sun, 12 Mar 2006 17:15:52 GMT

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Here:

<http://www.equinox-games.com/tdcon/index.php?color=gold>

Subject: Re: C&C Tiberian Dawn Conspiracy of Nod (BF2 Engine)

Posted by [xenon wolf](#) on Sun, 12 Mar 2006 19:11:08 GMT

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Kamuix wrote on Sat, 11 March 2006 18:35Nice work can't wait for this mod.

www.tiberiandawncon.com
