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Subject: Tiberium Desolation - Mod Help  
Posted by [Titan\\_HQ](#) on Sat, 18 Mar 2006 11:48:17 GMT  
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Tiberium Desolation (TD) is a multi player mod.

Background:

1918: Allies win WW1

1935: With the build up of German forces the GDI is formed to stop any war from ever happening again. It consists of the armed forces of 17 nations including UK, US, Canada and France. The GDI's overpowering force is supposed to make any country think twice before taking any military action.

1956: Germany joins GDI

1972: Nod is formed and GDI wins its first major war. It lasts only 6 months but this proves important. GDI took many losses and starts a rigorous technology program to create the most advanced fighting machines in existence.

1990: Tiberium comes to earth

2007: Nod resurfaces and the first tiberium war takes place.

2021: The mod is set here, 14 years into the war and both sides are still strong. With the constant fighting both sides have created more advanced technology than most people can imagine. The war has been taken to the deserts and both sides are experimenting to create the ultimate fighting machine, a tiberium enhanced human.

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Some features:

New skins, different skin for each map.

New weapons, BR177 assault rifle

New buildings, Ion-cannon defense up-link, Tesla cannon

New Units, Mobile command center, Avenger tank

New characters, GDI captain

And much more

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The mod aims to take the best from Renegade, TS, Red alert, RA2 plus brand-new original ideas and bring them together in one mod.

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If you are interested in doing anything, making maps, weapons, buildings, coding, skins, concept art...etc or if you have an idea you would like to see in the mod please post a reply here or to email me [Click HERE](#)

Subject: Re: Tiberium Desolation - Mod Help  
Posted by [nopol10](#) on Sat, 18 Mar 2006 12:08:08 GMT  
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Interesting...  
But doesn't it look a lot the same as the original story (aside from the timeline.)  
Anyway, good luck!

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Subject: Re: Tiberium Desolation - Mod Help  
Posted by [Titan\\_HQ](#) on Sat, 18 Mar 2006 12:47:51 GMT  
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nopol10 wrote on Sat, 18 March 2006 06:08 Interesting...  
But doesn't it look a lot the same as the original story (aside from the timeline.)  
Anyway, good luck!  
Everything in the game will be changed. Anything that is brought in from other games will be changed to fit in with the timeline. Both sides will be totally different from what they are in Renegade. GDI will get new equipment. each individual unit is suited to one purpose. This will try to make GDI operate more like the US army. GDI units are powerful and expensive, limiting production. Nod units are quick, clever and cheap but they are less specialised so Nod has to operate more like a terrorist group and use gurilla tactics and out-number GDI to win. In renegade both sides had cheap and not-so-cheap units making each side fair. This mod means that players have to think about what they buy in order to win.

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