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Subject: A crazy thought, and probably not original, but meh

Posted by [Spoony](#) on Fri, 09 Mar 2007 13:23:54 GMT

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A Renegade total conversion based on.... \*drum roll\*... Command and Conquer.

Let's be honest, Renegade isn't... so much crap is in Renegade that was never in C&C, and half of the stuff in Renegade that was in C&C is nothing like HOW it was in C&C.

EG... just to rattle off a few guidelines

- Technicians free, have a crappy pistol and can fix a building (slowly). But, only one technician can repair a building at once; for more urgent repairs, you need an Engineer.
- Minigunners pretty much as the GDI/Nod Soldiers are, except they don't get points for attacking heavy tanks.
- Grenadiers effective vs infantry, reasonably competent vs tanks and buildings
- Rocket Soldiers actually worth using vs tanks, and the primary anti-air unit. Nearly useless vs infantry
- Flamethrowers effective vs infantry and structures, not much use vs tanks. Chem Trooper basically a more powerful flamethrower who is immune to Tiberium
- Engineers can't fix infantry and tanks (perhaps they shouldn't even be able to fix buildings, because I'm pretty sure they couldn't in C&C) - repair pads are used for fixing tanks. Can destroy any building they enter (assuming there isn't some fancy way of "capturing" it), but are otherwise unarmed.
- Commando a deadly sniper and carries C4, but does nothing at all against vehicles and aircraft
- Vehicles other than the APC and Chinook can't carry passengers or be driven by soldiers other than the Minigunner
- When your tank is destroyed, you die nine times out of ten and the other time you're left with critical health. You can't exit your vehicle either, unless you go back to base and sell it (Repair Pad?)
- Humvee, Buggy, Medium Tank, Light Tank pretty much as they are in Renegade (other than the change in transporting infantry)
- APC as it is in Renegade, maybe toned down a little combat-wise since it becomes the only transport vehicle
- Stealth Tank as it is in Renegade except made more effective against air units
- Mammoth Tank cannons effective vs vehicles and structures, rockets effective vs infantry and aircraft. Vice versa is not effective. (In terms of damage, pretty much as it is in Renegade except for the part about aircraft)
- Flame Tank deadly against infantry and structures, ineffective against tanks
- Artillery deadly against infantry and structures, ineffective against tanks, weak armour, can't swivel its turret
- MRLS fires two rockets instead of six, deadly against infantry, good against structures and aircraft, OK against vehicles but weak armour
- Orca has six rockets before needing to reload, Apache has a finite amount of machinegun ammo before needing to reload. Armour made so that the only weapons which do worthwhile damage to it are Rocket Soldiers, Mammoth Tanks, Stealth Tanks, Attack Bikes, the MRLS, the Advanced Guard Tower, and the SAM Site. However, those seven things should be GOOD AT KILLING AIRCRAFT
- Chinook carries five passengers plus the driver, but see the driver changes

- Guard Tower much like they are in Renegade, but cannot target aircraft
- Advanced Guard Tower only fires rockets. Damage-wise, pretty much as it is in Renegade
- Nod Turret effective against vehicles, ineffective against tanks
- Obelisk as it is in Renegade except it cannot target aircraft. The SAM Site is Nod's anti-air base defence
- Beacons can only be carried by infantry or PASSENGERS in a vehicle (not drivers)
- GDI has two beacon options: Ion Cannon and Air Strike. Ion Cannon more powerful, Air Strike has a greater area of effect.
- Nod Nuclear Strike is considerably more powerful than the Ion Cannon
- Harvester drops 700 per trip, no constant flow of credits (i.e. 2 per second)
- Unit costs as they are in Renegade, INCLUDING THE MINIGUNNER (technician is the only free unit). Dunno about beacon costs, maybe have them like the current version of RA:APB?
- Points system as it is in Renegade, with one exception: you don't get points for shooting things you don't damage (Minigunners, Commando, etc)

Anyway, this has probably been considered before. I'd kick things off myself only I don't know how (incidentally, I really couldn't care less if it doesn't LOOK good... as long as it plays good... because let's be real, Renegade doesn't look good). Anyone think it'd be worth doing?

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [Herr](#) on Fri, 09 Mar 2007 13:40:24 GMT

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I like the idea, if there is enough interest from skilled modders.

The shape in wich it would be released is dicussable.

I would be interested in this project being released as a server side modification, if possible.

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [OWA](#) on Fri, 09 Mar 2007 16:28:32 GMT

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Some guys on APB forums have started up this idea as well, join up with them.

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 09 Mar 2007 20:21:55 GMT

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I think there's already a TD mod around...

It's a pretty cool idea, kinda sounds like APB. Not that it's a bad thing.

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [rm5248](#) on Fri, 09 Mar 2007 20:27:01 GMT

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[NEFobby[GEN] wrote on Fri, 09 March 2007 21:21]I think there's already a TD mod around...

Sole Survivor?

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [Jerad2142](#) on Fri, 09 Mar 2007 20:30:02 GMT

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That would be the one he is thinking of, but it doesn't work anymore anyway.

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [OWA](#) on Fri, 09 Mar 2007 21:56:09 GMT

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rm5248 wrote on Fri, 09 March 2007 20:27[NEFobby[GEN] wrote on Fri, 09 March 2007 21:21]I think there's already a TD mod around...

Sole Survivor?

Dude, Soul Survivor isn't TD Even though they are closely related.

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Subject: Re: A crazy thought, and probably not original, but meh

Posted by [Tankkiller](#) on Fri, 09 Mar 2007 22:39:57 GMT

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I have the same basic concept in the map i'm making. Rocketeers replace the shotgunners (rocket officers/gunners have little stronger ones.) The rocket launcher also gets a high medium homming ability. The grenades now have wider splash damage. The flamethrower gets a slightly stronger flamethrower.

The repair gun only heals buildings, infantry depends on the refill, and vechs can only repair at the repair pad. The minigun gets more power, but now has a 30 round clip (same applies to laser rifle and tiberium fettee gun, but get a 50 round clip.) The sniper rifles are now useless against aircraft. The ramjet gets a longer reload.

All aircraft now has fuel. You must refuel at the helipad, or that craft will just fall and blow up, killing you. You get 15 minutes of fuel. If this happens you can escape your uncertain fait by exiting the air craft, a parashot will deploy, sparing your life.

The Tech/hotwire can capture buildings, disabling a suture for the enemy and another effect:

Powerplant: cuts the capturing players team cost in half.

Refinery: all enemys income goes to the capturing player team

airstrip/weapons fatory: NEW UNITS! Must go to the enemy mct and pick up the unit at that production place.

Hand of nod/ barrack: New UNITS! go the enemy mct to gt the unit

You can't capture any defencive struture.

To capture a building you must poke the enemy mct and stand still for 15 seconds. This costs 500.

To recapture a building you must kill the capturing player and poke the mct. This will cost you 1000 credits.

Edit: Also i don't if ill make it if repairing sturctures will cost you credits.

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Subject: Re: A crazy thought, and probably not original, but meh  
Posted by [rm5248](#) on Fri, 09 Mar 2007 23:12:47 GMT

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One Winged Angel wrote on Fri, 09 March 2007 15:56rm5248 wrote on Fri, 09 March 2007 20:27[NEFobby[GEN] wrote on Fri, 09 March 2007 21:21] i think there's already a TD mod around...

Sole Survivor?

Dude, Soul Survivor isn't TD Even though they are closely related.

There's a Renegade mod called Sole Survivor.

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Subject: Re: A crazy thought, and probably not original, but meh  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 00:03:16 GMT

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No, I was not talking about sole survivor. I was talking about Rise of Apocolypse, a Renegade-to-TD conversion.

<http://mods.moddb.com/5570/rise-of-apocalypse/>

And then there's always those half dozen other TD mods on other engines. Anyways such ideas and points should be forwarded to those mods, instead of making another TD mod

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Subject: Re: A crazy thought, and probably not original, but meh  
Posted by [R315r4z0r](#) on Sun, 11 Mar 2007 06:34:15 GMT

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there is already a mod called Rise of Apocalypse that is a TD mod.

edit, sriry didn't see the above post

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Subject: Re: A crazy thought, and probably not original, but meh  
Posted by [Renx](#) on Sun, 11 Mar 2007 07:49:25 GMT

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rm5248 wrote on Fri, 09 March 2007 19:12One Winged Angel wrote on Fri, 09 March 2007 15:56rm5248 wrote on Fri, 09 March 2007 20:27[NEFobby[GEN] wrote on Fri, 09 March 2007 21:21]I think there's already a TD mod around...

Sole Survivor?

Dude, Soul Survivor isn't TD Even though they are closely related.

There's a Renegade mod called Sole Survivor.

Sole Survivor was its own game. The Sole Survivor for Renegade is based on that game.

I disagree with the idea to disable exiting your vehicle. I'm not sure if it's even possible to do for just drivers and not passengers.

I think it would be intersting to play with the idea of vehicle requiring a gunner. As in, the driver cannot use the vehicle's weapon at all. Such as in planetside.

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