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Subject: Renegade 40,000!

Posted by [Dreganius](#) on Tue, 03 Jul 2007 12:50:46 GMT

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Some ppl might be wondering wtf Renegade 40,000 is, (probably not many) and i'm here to tell you.

I'm starting to make a mod for renegade that changes practically everything into Warhammer 40,000. Now, i know that there are like 13+ different races in Warhammer 40k, but i'm confining it to just 4. GDI will consist of Ultramarines and Imperial Guard, and Nod will consist of the Chaos Space Marines and Traitor Guard. Essentially, teams will be balanced because of this.

I'm also (when the mod is finished) going to make a "skin only" version that just changes the skins of characters and / or guns but essentially keeps the game as it is.

The mod is beginning now, and all that has been done so far is a skin for the Tiberium Auto Rifle, a Bolter. much more will be changed, believe me. some ideas for characters are:

GDI (Imperium)

(Pistol = Laspistol)

Current	Replacement (Weapon)
GDI Soldier =	Imperial Guardsman (Lasgun)
GDI Shotgunner =	As Above (Shotgun)
GDI Grenade Launcher =	As Above (Grenade Launcher)
GDI Engineer =	Medic (...)

GDI Officer =	Liutenant (Hellgun)
GDI Rocket Soldier =	Storm Trooper (Meltagun)
Sydney =	Space Marine (Bolter)

Deadeye =	Space Marine Scout (Sniper Rifle)
Gunner =	Space Marine (Heavy Bolter)
Patch =	Space Marine (Storm Bolter)

Havoc =	Vindicare Assassin (Exitus Sniper Rifle)
P.S Sydney =	Terminator (Assault Cannon)
Mobius =	Space Marine Captain (Plasma Gun)

1: i'm very open to change

2: i will post up more replacements as i think of them

IF YOU WANT TO BE PART OF THE RENEGADE 40,000 TEAM, EMAIL ME (including what you can bring to Renegade 40,000)

The (official) website will be up as soon as enough people begin working on it with me .

all of the above replacements are registere/trademarks of Games Workshop blah blah give credit where it's due

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Subject: Re: Renegade 40,000!  
Posted by [jnz](#) on Tue, 03 Jul 2007 12:57:05 GMT  
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No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.

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Subject: Re: Renegade 40,000!  
Posted by [Dave Anderson](#) on Tue, 03 Jul 2007 13:01:50 GMT  
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There's quite a few total conversion mods in the works for this game already, and several for other games to recreate this one.

Its not that I don't think its cool, but it does seem a tad late... I wish you the best of luck though!

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 03 Jul 2007 13:07:02 GMT  
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well it doesn't really matter.. i can do it all by myself (although that would mean a LOT of "help me help me" threads and at least 3 years or something like that) but the more ppl that can help me the faster we can get something good done

o and better late than never eh?

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Subject: Re: Renegade 40,000!  
Posted by [jnz](#) on Tue, 03 Jul 2007 13:15:42 GMT  
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In renegade's case: If it's late, then it's never.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 03 Jul 2007 13:19:43 GMT  
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Thanks for you overwhelming amount of support...

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In renegade's case: If it's late, then it's never?

It's never too late for renegade dude. sure, if i spend 3 years making this mod, and it extends the life of this game for a week, THEN IT'S 3 YEARS WELL SPENT BABY!

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Subject: Re: Renegade 40,000!

Posted by [jnz](#) on Tue, 03 Jul 2007 14:01:24 GMT

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I'm not saying don't do it. I'm saying this game may of met it's end before the mod is released.

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Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Tue, 03 Jul 2007 14:04:08 GMT

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thanks, but believe me, all the communities out there, i don't think they'll let this revolutionary game die. at least, not for a good while.

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Tue, 03 Jul 2007 14:19:20 GMT

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OK decided on some vehicles for the Imperium, in order of least to most expensive to buy:  
Sentinel (Autogun)

Chimera (multilaser, str of Stormbolter) OR Rhino (Storm Bolter) (i'll probably leave the Rhino for Chaos, 1 APC per team makes it more even.)

Hellhound (Flamer)

Leman Russ (Main Battle Cannon, side mounted Hvy Bolters as 2ndary fire)

Dreadnought 1 (Lascannons, Flamer)

Dreadnought 2 (Missile Launcher, Storm Bolter)

Predator (Lascannons and the Hvy Bolters as 2ndary like the Russ)

Vindicator (SUPER STRONG Demolisher Cannon)

And if we/i have enough time, added will be (for a VERY high price)  
Baneblade (with all the trimmings, all turreted guns as primary fire, all non turreted as 2ndary)

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Subject: Re: Renegade 40,000!  
Posted by [Sn1per74\\*](#) on Tue, 03 Jul 2007 15:48:01 GMT  
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I like the logo....

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Subject: Re: Renegade 40,000!  
Posted by [futura83](#) on Tue, 03 Jul 2007 15:58:08 GMT  
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ren will most likely die when/if EA decide to do another CnC FPS...which to me, seems quite likely...

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Subject: Re: Renegade 40,000!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 03 Jul 2007 16:54:31 GMT  
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You're probably right. The only reason why people hold on to Renegade is because of its unique C&C-mode. Once another FPS is released with a C&C-mode, the Renegades will run to that.

But I doubt a new FPS will happen anytime soon. We'll probably see a C&C3 expansion and RA3 before an FPS of any sort. Also, remember that FPS games take far longer to make than RTS.

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Subject: Re: Renegade 40,000!  
Posted by [cmatt42](#) on Tue, 03 Jul 2007 18:35:02 GMT  
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RoShamBo wrote on Tue, 03 July 2007 13:57No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.  
Well, fuck, tell that to the people still modding Quake.

Also, it came out in 2002, not 2000.

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Subject: Re: Renegade 40,000!  
Posted by [EvilWhiteDragon](#) on Tue, 03 Jul 2007 22:04:41 GMT  
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RoShamBo wrote on Tue, 03 July 2007 14:57No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.  
You could say the same about making a new bot >.>

I think it's a fun idea, but I also think it would take too long.

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Subject: Re: Renegade 40,000!  
Posted by [jnz](#) on Tue, 03 Jul 2007 23:05:30 GMT  
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EvilWhiteDragon wrote on Tue, 03 July 2007 23:04RoShamBo wrote on Tue, 03 July 2007 14:57No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.  
You could say the same about making a new bot >.>

I think it's a fun idea, but I also think it would take too long.

My reasons for making a bot is just that, fun ^^.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Wed, 04 Jul 2007 00:10:28 GMT  
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RoShamBo wrote on Wed, 04 July 2007 09:05EvilWhiteDragon wrote on Tue, 03 July 2007 23:04RoShamBo wrote on Tue, 03 July 2007 14:57No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.  
You could say the same about making a new bot >.>

I think it's a fun idea, but I also think it would take too long.

My reasons for making a bot is just that, fun ^^.

and why else would you want to make a mod?

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Wed, 04 Jul 2007 00:20:48 GMT  
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Hiya Dreganius.

Nice to meet an other 40k fan here on the forums.

I been playing Warhammer 40,000 for about 13-15 years now, so been playing a long time, I used

to work for Games Workshop in my local store few years ago.

Its really nice that someone would like to do a 40k mod for Renegade, I might even go so far one day to even try to skin some models when I learn how too.

If you need to know anything about 40k, then am the guy to ask, I pretty much know everything about everything to do with 40k.

Am pretty busy latey, but whenever you need any level editor map work, then am happy to help.

And yes my name is from 40k.

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Subject: Re: Renegade 40,000!  
Posted by [Sn1per74\\*](#) on Wed, 04 Jul 2007 00:29:32 GMT  
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You have one supporter.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Wed, 04 Jul 2007 01:04:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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lol i thought it was..

ok cool thanks man it'll be appreciated if you can help.

OK!

Since there aren't any real "resources" in Warhammer 40,000, Tiberium will (unfortunately) be completely out of the picture. Instead of a refinery, there'll probably be a 1:Orbital Relay/Daemons Pit giving something like 5 creds per second or something, and 2: a fully upgraded Listening Post as your AGT/Obi replacement, which will also generate 2 creds per second. this means tactical opportunities will be lost via no harvester, but will be made up in other ways.

Thermo Plasma Generators are basically PPs, you'll have your Chapel-Barracks/Chaos Temple as Bar and HON, Machine Cult/Pit as WF/Air, and Heavy Bolter Turrets for... well, turrets. (yes, i'm pretty much going to make the buildings from Dawn Of War)

Chaos Troops (As before basically)  
Nod Soldier = Corrupt Guardsman (Lasgun)  
Nod Shotgunner = As Above (Shotgun)  
Nod Flamethrower = As Above (Flamer)  
Nod Engineer = Medic (Unknown)

Nod Officer = Raptor (Bolt Pistol, Chainsword, Jetpacks)

Nod Rocket Soldier = Chaos Space Marine (Flamer MK II)  
Nod Chem Trooper = Space Marine (Bolter)

BH Sniper = Unknown (Sniper Rifle)  
BH = Chaos Space Marine (Heavy Bolter)  
SBH = Chaos Space Marine (Storm Bolter)

Sakura = Unknown (Exitus Sniper Rifle)  
Raveshaw = Chaos Terminator (Assault Cannon)  
Mendoza = Unknown (Unknown)

Oh and the GDI Officer/"Lieutenant" will probably be replaced with an Assault Marine (Bolt Pistol, Chainsword, Jetpack) to even out the jumpjet (not flying, just superjumping lol) capability of the two units.

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Wed, 04 Jul 2007 01:35:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Wed, 04 July 2007 11:04lol i thought it was..

ok cool thanks man it'll be appreciated if you can help.

OK!

Since there aren't any real "resources" in Warhammer 40,000, Tiberium will (unfortunately) be completely out of the picture. Instead of a refinery, there'll probably be a 1:Orbital Relay/Daemons Pit giving something like 5 creds per second or something, and 2: a fully upgraded Listening Post as your AGT/Obi replacement, which will also generate 2 creds per second. this means tactical opportunities will be lost via no harvester, but will be made up in other ways.

Thermo Plasma Generators are basically PPs, you'll have your Chapel-Barracks/Chaos Temple as Bar and HON, Machine Cult/Pit as WF/Air, and Heavy Bolter Turrets for... well, turrets. (yes, i'm pretty much going to make the buildings from Dawn Of War)

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Raveshaw = Chaos Terminator (Assault Cannon)  
Mendoza = Unknown (Unknown)

Oh and the GDI Officer/"Lieutenant" will probably be replaced with an Assault Marine (Bolt Pistol, Chainsword, Jetpack) to even out the jumpjet (not flying, just superjumping lol) capability of the two units.

Sounds very cool, what skills do you have by the way?

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Wed, 04 Jul 2007 01:46:58 GMT  
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basically wat i've done so far is make guns, but i'm not that good textures yet. usually start off with drawing up the front, top and left views on photoshop. when it comes to map-making, i've had as much experience as a tree eating a lion. pretty much none

right now i'm starting to get the website up.

---

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Wed, 04 Jul 2007 01:58:26 GMT  
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Dreganius wrote on Wed, 04 July 2007 11:46 basically wat i've done so far is make guns, but i'm not that good textures yet. usually start off with drawing up the front, top and left views on photoshop. when it comes to map-making, i've had as much experience as a tree eating a lion. pretty much none

right now i'm starting to get the website up.

Ah, cool. ^^

Well, in time, maybe, we get more members.

Am pretty good with the level editor stuff, am planning on learning how to make new scripts soon, so maybe one day not too far off, I could start helping on that, if not, there are many people here, who can do that stuff if they decide to help.

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Subject: Re: Renegade 40,000!  
Posted by [Jerad2142](#) on Wed, 04 Jul 2007 07:47:54 GMT  
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#1 rule to Renegade modding, ignore the fucktards that tell you not to make mods for the game because its old. The game lives because it is modded, as long as it continues to be, people will remain interested in it.

#2 As long as you have fun, it was worth it.

#3 Renegade is always improving, so it is going to be around for a while longer.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Wed, 04 Jul 2007 08:46:00 GMT  
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AMEN TO THAT BROTHER! lol

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Subject: Re: Renegade 40,000!  
Posted by [\\_SSnipe\\_](#) on Wed, 04 Jul 2007 09:40:09 GMT  
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amen as well man

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Subject: Re: Renegade 40,000!  
Posted by [jamiejrg](#) on Wed, 04 Jul 2007 18:10:05 GMT  
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---

I think this mod is pretty cool. As a person that played warhammer fantasy as a youth, I know that 40k would make a pretty awesome mod. 40k is also a great realm to work with because there is so much fan art to work from. There would never be lack of ideas.

Jamie

---

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Thu, 05 Jul 2007 05:07:24 GMT  
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Nod Vehicles:

Chaos Space Marine Bike (twin bolters)

Chaos Land Speeder (Heavy Bolter)

---

Chaos Rhino (Storm Bolter)

Traitor Guard Leman Russ (MBC, side mounted heavy bolters as 2ndary fire)

Chaos Dreadnought 1 (Assault Cannon, Claws)

Chaos Dreadnaught 2 (Lascannons, Missile Launcher)

Chaos Predator (Lascannons, side mounted hvy bolters)

Chaos Land Raider (side mounted Lascannons, Storm Bolter)

Chaos Defiler (Chaos's response to the Baneblade. Demolisher Cannon, Missile Launcher, Lascannons OR Autocannons)

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Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Thu, 05 Jul 2007 11:33:57 GMT

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Renegade 40,000 Theme tune aquired.

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Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Fri, 06 Jul 2007 01:08:03 GMT

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The website is up now, for some reason it kept fking up so i said "screw it, i'll just make an Invision one."

[http://z7.invisionfree.com/Renegade\\_40000/index.php?](http://z7.invisionfree.com/Renegade_40000/index.php?)

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Subject: Re: Renegade 40,000!

Posted by [IronWarrior](#) on Fri, 06 Jul 2007 02:07:09 GMT

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Come and register people.

---

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Mon, 09 Jul 2007 07:00:46 GMT

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Now we gots the website almost completely up and running, just getting a Domain name is all

---

[http://z7.invisionfree.com/Renegade\\_40000](http://z7.invisionfree.com/Renegade_40000)

it'll soon be [www.ren40k.com](http://www.ren40k.com)

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Subject: Re: Renegade 40,000!  
Posted by [Ryu](#) on Tue, 10 Jul 2007 00:37:28 GMT  
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Setting up any forum is easy.. I could help there.

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Subject: Re: Renegade 40,000!  
Posted by [Oblivion165](#) on Tue, 10 Jul 2007 00:40:22 GMT  
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Ah let the guy work, at best we would have something new to play with. At worst he will cancel the mod but learn a lot about modeling and leveledit in the process.

---

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 10 Jul 2007 01:23:26 GMT  
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well, its just the website thats pissin me off, but the mod won't be cancelled.. believe me.

Edit: just waiting on a PM for the website now. that and i'll need to discuss some more stuff with IronWarrior

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Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Tue, 10 Jul 2007 03:44:13 GMT  
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O\_o

-MathK1LL

---

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 10 Jul 2007 09:33:34 GMT  
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---

oh and welcome to our new dev, MathK1LL

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 14 Jul 2007 07:45:19 GMT  
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---

any gun modelers out there that want to help?

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Fri, 05 Oct 2007 02:18:17 GMT  
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HUMONGOUS FUCKING BUMP!!!

The PT Icons for both vehicle sets are done (by me, photoshop's the only thing i'm good at, it seems )

Imperium:

Chaos:

The second Dreadnought of each side is a variant: Imperial has a Hellfire (missile) dreadnought, and Chaos has a Melta(really hot sludge) gun variant.

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Fri, 05 Oct 2007 02:31:16 GMT  
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Wow, gotta say am really impressed with what you done.

Nice work, I really should be more active in the mod, just been playing zombie mod pretty much none stop. :s

---

Subject: Re: Renegade 40,000!  
Posted by [Jerad2142](#) on Fri, 05 Oct 2007 03:37:11 GMT  
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---

This mod will not be stopped it looks like, excellent.

---

Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Fri, 05 Oct 2007 04:56:22 GMT  
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---

/me lost password to Staff forum on your forum btw.

~MathK1LL

---

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Subject: Re: Renegade 40,000!  
Posted by [Oblivion165](#) on Fri, 05 Oct 2007 05:01:55 GMT  
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Are those vehicles actually made or are they from another art source?

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Fri, 05 Oct 2007 05:26:46 GMT  
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They are the models in real life, the one's that we're basing this mod off.

The Imperium have more Vehicles because Chaos have stronger infantry.

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Subject: Re: Renegade 40,000!  
Posted by [Oblivion165](#) on Fri, 05 Oct 2007 06:32:20 GMT  
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Just to clarify: Are they models you guys made? Ripped from a game? Free model site? etc etc

It doesn't matter either way, just curious.

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Subject: Re: Renegade 40,000!  
Posted by [Gen\\_Blacky](#) on Fri, 05 Oct 2007 06:36:35 GMT  
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Nice Pt icons

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Fri, 05 Oct 2007 07:10:13 GMT  
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Oblivion, i think you might be getting confused. By models i mean little plastic/metal things that you glue together and paint. These are just well-painted models that have been photoshopped into the background, etc.

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But thanks for asking, i'm sure that its now clear to everyone that didn't understand what i meant. I'm bad at making people understand me

And the Icons for infantry are well on their way, just got to do the other screenyness thing and i'll post em all.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Fri, 05 Oct 2007 13:34:08 GMT  
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Imperial Infantry PTs made

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Fri, 05 Oct 2007 15:09:03 GMT  
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Very nice.

But, from looking at them, don't really see any Anti-tank weapons, unless we allow the Assault Cannon to rip though armour like it does in the tabletop game if you get a lucky 6.

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Subject: Re: Renegade 40,000!  
Posted by [candy](#) on Fri, 05 Oct 2007 16:22:50 GMT  
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i agree with the new c&c fps=renegade screwed part  
new fps=all renegade players will buy it and there is about a 90% chanse they'll like it more than  
an unfinished bugged up fps that they are playing now  
also alot of new people will join the c&c fps community=more server+more players=more fun

woot can't wait to see this happen

---

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 06 Oct 2007 08:32:53 GMT  
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@IronWarrior, the Hvy Bolter is going to be quite strong VS light vehicles. Yeah, its not really supposed to, but we can play around a bit i guess? and the Assault Cannon, yes, it is going to get it's Rending bonus bla bla, but since it shoots like 200 bullets per second with what we're going to

do, it'll be innacurate but it'll hurt. Also, Power fists, man, power fists!

OK done the Chaos shizzit.

View all of the updates here dudes!

[http://z7.invisionfree.com/Renegade\\_40000/index.php?showtopic=21&st=0&#l ast](http://z7.invisionfree.com/Renegade_40000/index.php?showtopic=21&st=0&#l ast)

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Subject: Re: Renegade 40,000!

Posted by [SWNight](#) on Sat, 06 Oct 2007 08:53:54 GMT

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Nice work!

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Subject: Re: Renegade 40,000!

Posted by [Oblivion165](#) on Sat, 06 Oct 2007 10:53:57 GMT

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So what has been done other than the pt images?

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Subject: Re: Renegade 40,000!

Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Oct 2007 10:55:43 GMT

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wow awesome PT's

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Subject: Re: Renegade 40,000!

Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Oct 2007 10:58:38 GMT

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[http://z7.invisionfree.com/Renegade\\_40000/index.php?showtopic=21&st=0&#l ast](http://z7.invisionfree.com/Renegade_40000/index.php?showtopic=21&st=0&#l ast) <----  
WTF 3 Teams? that will be fucking awesome with 3 teams.. if 1st team die all players will change to 1 of the enemy Team! (the first team) that will be awesome

---

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Subject: Re: Renegade 40,000!

Posted by [Herr Surth](#) on Sat, 06 Oct 2007 11:32:32 GMT

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I only see 2?

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Subject: Re: Renegade 40,000!  
Posted by [mr£\\$A-z](#) on Sat, 06 Oct 2007 13:32:05 GMT  
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oh right i thought the 1st was a 3rd PT : /

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 07 Oct 2007 01:26:19 GMT  
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LOL @ Madrockz

we could make 3 teams, but that would take too much time and would end up making the mod 4 years long in production, and i don't really want that.

But now we're getting more members, we can actually start getting more goodies done

---

Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Sun, 07 Oct 2007 06:24:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EDIT: Ignore this post. Gave away something for another mod team

~MathK1LL

---

Subject: Re: Renegade 40,000!  
Posted by [mr£\\$A-z](#) on Sun, 07 Oct 2007 09:59:59 GMT  
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---

cool

---

Subject: Re: Renegade 40,000!  
Posted by [Gen\\_Blacky](#) on Sun, 07 Oct 2007 17:11:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MathK1LL wrote on Sun, 07 October 2007 01:24EDIT: Ignore this post. Gave away something for another mod team

~MathK1LL

---



Lmao

---

---

Subject: Re: Renegade 40,000!

Posted by [Muad Dib15](#) on Tue, 09 Oct 2007 01:57:48 GMT

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---

SCUD STORMMMMMMMMM!!!!!!

You have another supporter Dregan. However, I'm not registering on the forum since I have accounts on about 4 or 5. I also don't have any skills aside from possibly level edit. I could be wrong though, since I hacked renegade for fun only to change it up a little.

objects.dds is like a second reanguard. I accidentally logged on with it in my data folder and I couldn't log on the sever. How people bypass that, i'll never know.

---

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Wed, 10 Oct 2007 08:20:24 GMT

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---

Well we've actually started to make civilian buildings now. There's gonna be 2 sweetarse maps that are purely in the city, and maybe some out in the country, some in hellish volcano-filled areas (thats Chaos homeground) and lotsa crap.

some of Blacky's work so far:

the last image is going to look summat like this:

(made by chromeangel, E-Mailed him etc)

---

---

Subject: Re: Renegade 40,000!

Posted by [Gen\\_Blacky](#) on Thu, 11 Oct 2007 21:27:15 GMT

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---

... y post things when there not done

those where example models.

Here another simple model

[/img]

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 13 Oct 2007 22:18:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

another update:

We've got our own ModDB page and Mainpage (thanks to MathK1LL), although the mainpage has just been made so yeah.

Homepage: <http://www.neogods.net/ren40k/>

ModDB Page: <http://mods.moddb.com/9996/renegade-40k/>

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 18 Nov 2007 10:22:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Another update:

I've just finished with the loadscreen:

And here are the .dds files if you wish to use the loadscreen now.  
Just download it and extract them into your Renegade Data folder.

<http://www.bigupload.com/d=VFBHNB8YWO>

---

---

Subject: Re: Renegade 40,000!  
Posted by [Gen\\_Blacky](#) on Sun, 18 Nov 2007 17:44:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol nice

---

---

Subject: Re: Renegade 40,000!  
Posted by [Jerad2142](#) on Sun, 18 Nov 2007 23:16:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wow, you work fast. If you made that drawing by hand nice work

---

---

Subject: Re: Renegade 40,000!  
Posted by [mrÅ£ÅŞA-z](#) on Sun, 18 Nov 2007 23:31:48 GMT  
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---

---

Subject: Re: Renegade 40,000!  
Posted by [Aydynbek](#) on Mon, 19 Nov 2007 01:48:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great Mod,

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Mon, 19 Nov 2007 02:58:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was bored... so i decided to change the textures of Mobius to Blue and Gold. i'll upload a ss and the file after i come back from exams

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Mon, 19 Nov 2007 09:11:22 GMT  
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---

Stupid 30minute edit...

OK I also made the Imperial HUD and changed some little icons (like the one next to the Bldg's health) and i made a Reticle.

Weren't you banned, Adynybek AKA HORQWER?

---

Subject: Re: Renegade 40,000!  
Posted by [Aydynbek](#) on Mon, 19 Nov 2007 11:36:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Mon, 19 November 2007 03:11

Weren't you banned, Adynybek AKA HORQWER?

I wasn't banned because i'm not horqwer.

---

Subject: Re: Renegade 40,000!  
Posted by [Jerad2142](#) on Mon, 19 Nov 2007 15:56:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aydynbek wrote on Mon, 19 November 2007 04:36Dreganius wrote on Mon, 19 November 2007 03:11

Weren't you banned, Adynybek AKA HORQWER?

I wasn't banned because i'm not horqwer.

Ya Dreganius can't you read, he is behind HORQWER.  
Better not say anymore, or else it gets bad.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 20 Nov 2007 02:13:07 GMT  
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---

Well as long as some part of his body is in contact with/inside HORQWER, he scares me.

EDIT: We might be able to change the radar to the square one that Sir\_Kane or Scrin has, either with their permission or with creating one ourselves.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Mon, 17 Dec 2007 15:51:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OK time for another update, and i can honestly say this'll have you drooling. It's already made 7 others do so.

This is the CONCEPT of our main menu. It's such a hottie...

I scratch-built everything in that excluding the eagle in the top-left, and the pictures in the expanded orbital view. Yes, that means i made the planet itself from scratch. took me an hour to do..

Also! Be aware that we now have a different ModDB page, which is here.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Mon, 17 Dec 2007 16:15:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Mon, 17 December 2007 08:51Also! Be aware that we now have a different ModDB page, which is here.

---

Try checking your email. >\_>

~MathK1LL

---

---

Subject: Re: Renegade 40,000!  
Posted by [crazfulla](#) on Mon, 17 Dec 2007 16:20:34 GMT  
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---

very nais, how much?

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 18 Dec 2007 15:46:06 GMT  
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---

Well I didn't want to post this until it was done, but in progress right now is the Rhino APC. Good news about that is: to make it chaos, we'll just add spikey bits to it. Also, This provides the chassis for the Whirlwind (MRLS), and the Predator tanks.

---

---

Subject: Re: Renegade 40,000!  
Posted by [YSLMuffins](#) on Tue, 18 Dec 2007 16:23:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Let there be no more dumb posts from here on.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 18 Dec 2007 22:58:48 GMT  
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---

Thank you, YSLmuffins.

---

---

Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Wed, 19 Dec 2007 02:23:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The menu screen is hotter then any other that I have seen.

---

---

Subject: Re: Renegade 40,000!  
Posted by [mrÅ£ÅŠÄ-z](#) on Wed, 19 Dec 2007 16:04:50 GMT  
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---

IronWarrior wrote on Tue, 18 December 2007 20:23The menu screen is hotter then any other that I have seen.

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 12 Jan 2008 00:36:11 GMT  
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---

Great news!

We've gotten an offer from a modeler outside of the renegade community (because it seems that people around here are already stolen ) so this means there should be a lot more updates coming up.

Just 1 question, is there a 3DS plugin/format saver for Maya? The modeler mainly uses it so if there is one...

And finally, welcome to our newest coder, EKT-Snippers, aka Sniperhid.

---

Subject: Re: Renegade 40,000!  
Posted by [Muad Dib15](#) on Sat, 12 Jan 2008 04:27:59 GMT  
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---

This looks like an awesome mod from what I've seen.

---

Subject: Re: Renegade 40,000!  
Posted by [Dealman](#) on Sat, 12 Jan 2008 13:40:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ancient\_and\_forever wrote on Tue, 03 July 2007 17:58ren will most likely die when/if EA decide to do another CnC FPS...which to me, seems quite likely...

They already started on a new CnC FPS...

---

Subject: Re: Renegade 40,000!  
Posted by [BlueThen](#) on Sat, 12 Jan 2008 17:30:49 GMT  
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---

RoShamBo wrote on Tue, 03 July 2007 07:57No offence, but you shouldn't be starting a total conversion in 2007 when this game came out in 2000.  
Conversions, mods, and maps is what's keeping this game alive.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Sh4d0w191](#) on Fri, 29 Feb 2008 16:12:48 GMT  
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---

Quote:You're probably right. The only reason why people hold on to Renegade is because of its unique C&C-mode. Once another FPS is released with a C&C-mode, the Renegades will run to that.

But I doubt a new FPS will happen anytime soon. We'll probably see a C&C3 expansion and RA3 before an FPS of any sort. Also, remember that FPS games take far longer to make than RTS.

\*cough\* [www.Tiberium.com](http://www.Tiberium.com) \*cough\*

/me Plays the Funeral March for renegade

---

---

Subject: Re: Renegade 40,000!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 29 Feb 2008 19:57:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sh4d0w191 wrote on Fri, 29 February 2008 11:12Quote:You're probably right. The only reason why people hold on to Renegade is because of its unique C&C-mode. Once another FPS is released with a C&C-mode, the Renegades will run to that.

But I doubt a new FPS will happen anytime soon. We'll probably see a C&C3 expansion and RA3 before an FPS of any sort. Also, remember that FPS games take far longer to make than RTS.

\*cough\* [www.Tiberium.com](http://www.Tiberium.com) \*cough\*

/me Plays the Funeral March for renegade

He said an FPS with a C&C mode. Tiberium does not have C&C mode.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 01 Mar 2008 13:01:18 GMT  
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---

Hmm. Long time since I've seen this topic...

Right now, we are.. Well, not dead.. but we're struggling to stay alive. Everyone is already taken and it hurts to see something i'm so passionate about dying like this

Basically, ANY help would be appreciated now, but we need proof of ability.

---

---

Subject: Re: Renegade 40,000!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 01 Mar 2008 18:11:51 GMT  
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---

If your mod ends up failing, why not join this 40,000 mod?  
<http://www.moddb.com/mods/8443/ut40k-the-chosen>

---

---

Subject: Re: Renegade 40,000!  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 01 Mar 2008 18:14:47 GMT  
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---

[NEFobby[GEN] wrote on Sat, 01 March 2008 12:11]If your mod ends up failing, why not join this 40,000 mod? <http://www.moddb.com/mods/8443/ut40k-the-chosen>  
Does it have AOW Mode like in Renegade?

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 02 Mar 2008 00:41:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I might very well look into that mod, thanks. A possible resource merge could be in order.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Sun, 02 Mar 2008 21:44:54 GMT  
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---

how about getting better organized about running a mod team before trying to recruit members.

~Zack

---

---

Subject: Re: Renegade 40,000!  
Posted by [renalpha](#) on Sun, 02 Mar 2008 21:50:28 GMT  
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---

his mod fails doh sucker

---



Subject: Re: Renegade 40,000!  
Posted by [Genesis2001](#) on Sun, 02 Mar 2008 21:51:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

renalpha wrote on Sun, 02 March 2008 14:50his mod fails doh sucker

lol, thanks for summing my post up.

~Zack

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 22 Feb 2009 05:20:54 GMT  
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---

Hey guess what?

Here's what's new so far.

We've got a new site template that I've made, which looks hot.  
I've done a bit of learning and I can now texture to sex.  
We've got some GUNS!

Ren40k is back!

---

---

Subject: Re: Renegade 40,000!  
Posted by [u6795](#) on Sun, 22 Feb 2009 05:39:35 GMT  
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---

Holy shit, lookin spiffy there Dreg. I was just thinking about this mod the other day, I'm kind of going through this 40k-is-fucking-awesome phase, so it's great this is back going again. Good

luck!

---

---

Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Sun, 22 Feb 2009 05:57:02 GMT  
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---

u6795 wrote on Sat, 21 February 2009 23:39Holy shit, lookin spiffy there Dreg. I was just thinking about this mod the other day, I'm kind of going through this 40k-is-fucking-awesome phase, so it's great this is back going again. Good luck!

40k is always awesome.

So awesome infact, that my new PC is going to have a custom paint job 40k style.

Very nice Karandras, good job.

---

---

Subject: Re: Renegade 40,000!  
Posted by [mr£ÄŞÄ-z](#) on Sun, 22 Feb 2009 06:39:54 GMT  
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---

Amazing! i love th Render!

---

---

Subject: Re: Renegade 40,000!  
Posted by [hatstand](#) on Sun, 22 Feb 2009 13:04:28 GMT  
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---

Interesting fact: That lasgun alone is over 3000 polys  
Second interesting fact: He didn't credit the author of those models: UmmThingy from Fallout Nexus (Files here, here and here), as he should ahve, as per the requirements posted by the author for usage of his work.

---

---

Subject: Re: Renegade 40,000!  
Posted by [renalpha](#) on Sun, 22 Feb 2009 14:30:03 GMT  
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---

i actually though he made it.

lol, guess im wrong. textures are nice though.

---

---

Subject: Re: Renegade 40,000!

---

Posted by [cnc95fan](#) on Sun, 22 Feb 2009 14:39:18 GMT

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---

hatstand wrote on Sun, 22 February 2009 07:04 Interesting fact: That lasgun alone is over 3000 polys

Second interesting fact: He didn't credit the author of those models: UmmThingy from Fallout Nexus (Files here, here and here), as he should ahve, as per the requirements posted by the author for usage of his work.

For everything else, there's Mastercard.

---

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Sun, 22 Feb 2009 15:25:27 GMT

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---

Interesting fact: hatstand, look anywhere else. I gave him credit. On my ModDB, for one, on DeviantART, for another.

Also, that reminds me. He might join the mod Well, to a degree.

To UmmThingy:

Quote:Dude, I'm making a mod for C&C Renegade, and I hope you don't mind that I'm planning to use your weapons... Credit goes to you of course ^^

But I wanted to ask you, would you like to join the mod and help make a few more weapons? (Mainly just Chaos ones) It would be really great and I'd help get your name out there.

From UmmThingy:

Quote:Fell free to use them for C&C. My work schedule is really screwy so I can't commit to anything at the moment. Is there a site for the mod? If so, send me a link, and I can contribute as much as I can when time permits.

---

---

Subject: Re: Renegade 40,000!

Posted by [mr£ÄŞÄ-z](#) on Sun, 22 Feb 2009 15:34:18 GMT

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---

I wanna see them Ingame/W3D Viewer!

---

---

Subject: Re: Renegade 40,000!

Posted by [LR01](#) on Sun, 22 Feb 2009 20:11:46 GMT

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---

looks like you still have a lot of units to make, I would like to see some vehs done.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Mon, 23 Feb 2009 09:02:23 GMT  
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---

Thanks, hatstand, for showing me, that THQ got all bored and made a real life Rhino APC xD

[http://farm4.static.flickr.com/3524/3271856242\\_3c5fab7892\\_o.jpg](http://farm4.static.flickr.com/3524/3271856242_3c5fab7892_o.jpg)  
[http://www.youtube.com/watch?v=6PEU\\_201IfI&fmt=18](http://www.youtube.com/watch?v=6PEU_201IfI&fmt=18)

Fucking greatness

Edit: HEAVY BOLTER.

Yes, there's a Vertex problem that I'll see if I can fix, or if not, I can ask UmmThingy to.

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Wed, 25 Feb 2009 12:07:36 GMT  
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---

Want to kill those Chaos Marines over there, but scared of their massive Heavy Bolters? Then here's your solution! The MK IVa Astartes Sniper Rifle!

[Yes, there's a typo in the preview -.-]

---

Subject: Re: Renegade 40,000!  
Posted by [u6795](#) on Wed, 25 Feb 2009 21:04:42 GMT  
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---

Lookin' good. Nice work with the textures.

---

Subject: Re: Renegade 40,000!  
Posted by [DeathC200](#) on Thu, 26 Feb 2009 00:00:55 GMT  
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---

Karandras wrote on Tue, 03 July 2007 10:04 thanks, but believe me, all the communities out there, i don't think they'll let this revolutionary game die. at least, not for a good while.

i would never let this game die even if everyone so called changes to this renegade x modification for unreal tournament 3 i well still be playing command and conquer renegade .

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 28 Feb 2009 00:14:41 GMT  
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---

We've almost got our new forums up and running, I'll start adding all current news updates to it soon, and I'm just finishing up the Homepage as well. thanks to Reckneya and Renz0r.net for all the help and hosting

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 28 Feb 2009 07:55:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alright, we've got so far:  
IRC is up and running, again thanks to Reckneya and Renz0r Gaming for that.

IRC.ren40k.net

And the forums are now completely operational:

[www.ren40k.net/forum](http://www.ren40k.net/forum)

Swing by sometime!

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 28 Feb 2009 16:00:11 GMT  
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---

Just a little teaser for y'all

Thanks to hatstand for rigging these smokin hot guns (pun intended)

The First Person model is almost done too! Enjoy, and keep watching!

---

---

Subject: Re: Renegade 40,000!

---

Posted by [ErroR](#) on Sat, 28 Feb 2009 16:08:10 GMT

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---

sexy

---

Subject: Re: Renegade 40,000!

Posted by [u6795](#) on Sat, 28 Feb 2009 17:10:59 GMT

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---

Awesome.

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Sat, 28 Feb 2009 17:37:52 GMT

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---

Homepage is up and running!

<http://www.ren40k.net/>

---

Subject: Re: Renegade 40,000!

Posted by [IronWarrior](#) on Sat, 28 Feb 2009 18:17:11 GMT

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---

Karandras, I might need to have your babys if you keep showing 40k p0rn like that.

---

Subject: Re: Renegade 40,000!

Posted by [Omar007](#) on Sat, 28 Feb 2009 23:33:10 GMT

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---

IronWarrior wrote on Sat, 28 February 2009 19:17Karandras, I might need to have your babys if you keep showing 40k p0rn like that.

LOL

@Karandras: Very Nice work. Keep it up

---

Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Sat, 07 Mar 2009 10:59:34 GMT

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---

Just been messing with the HTML a bit recently, the homepage is completely operational.

---

www.ren40k.net

Now, for another teaser! hatstand has finished rigging the Flamer for first person!

HOT

---

---

Subject: Re: Renegade 40,000!  
Posted by [mr£\\$z](#) on Sat, 07 Mar 2009 12:28:48 GMT  
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---

Thats a very good reason to register there

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Thu, 12 Mar 2009 08:08:57 GMT  
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---

To show you some more progress, we've also made the Scout Sniper Rifle now.

We have a slight texture problem with the scope that will be fixed before the final version, but regardless it still looks good. The reload animation is a simple "twist, and charge" animation. Or, you move the gun and twist a knob on the side, which takes about a second. You then hold the gun up again, as it charges you'll hear a 'humming' sound, which increases in pitch before the weapon is fully charged again. Then, you bring the weapon forward more, and may proceed in firing once again.

But anyway, here's the damn gun

---

---

Subject: Re: Renegade 40,000!  
Posted by [Goztow](#) on Thu, 12 Mar 2009 08:40:23 GMT  
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---

Sorry but you're over one and a half year further (first post: July 2007) and the things you got to show are some weapon models? :-S

I don't want to sound pessimistic but the release date of this mod doesn't sound like it'll be tomorrow :S.

---

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Thu, 12 Mar 2009 09:32:58 GMT  
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---

If you had a look, the mod died for about a year and a half. The mod was resurrected not even a month ago, Gozy.

Dreganius wrote on Sun, 22 February 2009 16:20Hey guess what?

(blabla, deleted for shortening)  
Ren40k is back!

That was the resurrection notice.

Soon we'll have the Rhino done!

---

Subject: Re: Renegade 40,000!  
Posted by [YazooGang](#) on Thu, 12 Mar 2009 19:04:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You said that Renegade-X is crap? Man look here first then decide what kind of comment you going to say about a mod.

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Thu, 12 Mar 2009 19:13:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: Renegade 40,000!  
Posted by [reckneya](#) on Thu, 12 Mar 2009 19:35:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Thu, 12 March 2009 13:04You said that Renegade-X is crap? Man look here first then decide what kind of comment you going to say about a mod.

Sir, maybe you need to read the first post of that thread before you make a bigger fool out of yourself:

Here is the link to it:

<http://www.renegadeforums.com/index.php?t=msg&th=32200&start=0&rid=2> 2555

Now all the replies in that whole thread will probably make a lot more sense to you.



As for the ren40k mod:  
Nice spoilers Kar.  
Happy to host for you

---

---

Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Fri, 13 Mar 2009 04:08:08 GMT  
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Even if he doesn't make a full mod, he could make enough skins and changes for a conversion to normal Renegade to make it look like 40k.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sat, 14 Mar 2009 18:22:13 GMT  
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The Adeptus Mechanicus are welding the metal together to make us a nice Chimera. Model is being made by Eevil, and it looks great.

And, for the Introduction Video, he's also added the APC compartment!

[EDIT: Forgot Image 2]

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Sat, 14 Mar 2009 18:33:01 GMT  
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Very nice but the lasgun mounts on the inside are kinda not the correct size, but the outside what matters and it looks good.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 17 Mar 2009 12:48:57 GMT  
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Now here's an update to wet your pants to, the Ren40k Flamer!

>>>Download Here<<<

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Subject: Re: Renegade 40,000!  
Posted by [Di3HardNL](#) on Tue, 17 Mar 2009 13:09:39 GMT  
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A release! cool man looks great, and a nice fire replacement sound

---

Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Tue, 17 Mar 2009 23:03:59 GMT  
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Holy fucking crap, I has that!

Be on Game-Maps.NET soon too!

---

Subject: Re: Renegade 40,000!  
Posted by [Jerad2142](#) on Fri, 20 Mar 2009 15:24:42 GMT  
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Very nice work, sniper rifle is especially sexy, as is the flame thrower

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 22 Mar 2009 07:30:22 GMT  
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And we've now got a Bolter

I'm scared IronWarrior is gonna fap now

---

Subject: Re: Renegade 40,000!  
Posted by [mrÅ£Å\\$Å-z](#) on Sun, 22 Mar 2009 07:34:54 GMT  
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How many polys do it have? Im pretty sure its low but the Texture makes the gun look high poly,  
Very nice Gun

---

Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Sun, 22 Mar 2009 07:38:31 GMT  
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The secret is making 2D things look 3d  
EDIT: Flying skull is one example.

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Subject: Re: Renegade 40,000!  
Posted by [mrÅ£Å\\$Å-z](#) on Sun, 22 Mar 2009 07:43:05 GMT  
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Its 2D? WOW

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Subject: Re: Renegade 40,000!  
Posted by [IronWarrior](#) on Sun, 22 Mar 2009 20:19:45 GMT  
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I was fapping way ahead of you.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Mon, 06 Apr 2009 22:29:53 GMT  
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If you were fapping then, I'm gonna guess that you're having multiple orgasms over this one.

A BRAND NEW WALLPAPER TO USE!

Enjoy! Especially you, IronWarrior

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Subject: Re: Renegade 40,000!  
Posted by [mrÅ£Å\\$Å-z](#) on Tue, 07 Apr 2009 10:37:47 GMT  
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Do you even need the interior pf the APC? it will just eat FPS

Remember the W3D / SAGE engine hates High Poly Objects

---

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Subject: Re: Renegade 40,000!  
Posted by [JeepRubi](#) on Tue, 07 Apr 2009 11:52:26 GMT  
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I likes high poly objects, just not high poly objects with textures

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Thu, 09 Apr 2009 13:22:28 GMT  
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madrackz wrote on Tue, 07 April 2009 20:37Do you even need the interior pf the APC? it will just eat FPS

Remember the W3D / SAGE engine hates High Poly Objects

Ever heard of cutscenes?

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Tue, 07 Jul 2009 19:53:28 GMT  
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WELL ladies and gentlemen, we have quite a large update for you today, oh yes! But where to begin? Where where where?

Well, I guess we could start with what I posted on our ModDB page!

Quote:So, we've decided to start posting proper monthly updates. I'll try to write these up either on the last day of every month, or like this one, the day after. Sometimes life will create obstacles and thus I won't be able to, but don't worry, you'll get your updates.

Our work roster for each new month will also be posted at the end of the updates, so you can see what's coming up. We won't always get everything done, however. But the things in slot "1" of each category will be the priority of those undertaking them, etc.

Now, time for the update. This month has been rather slow, especially with people leaving. However, we've gotten some valuable new members on our team. I'd like to introduce the following members.

- Jonny5, a very valuable professional modeler. He'll be helping us in his spare time.
- Comrade Alexeo, our Terrain modeler, who has already created a large amount of valuable, low-poly terrain that just needs to be textured. Hell, we've almost got an entire street block!
- TeamWolf, who may be known by some others. He's a tester and public relations manager of the C&C Renegade Indie Mod, C&C Reborn, and he's part of Ren40k to create maps.

Welcome aboard. Mod production has skyrocketed thanks to these members, Eeevil, another developer who has stayed around, and myself. Let us drink syntha-hol and celebrate the Emperor's name!

In news of production, we now have the following items, mostly terrain:  
Arcane Ruins  
Armageddon-pattern Basilisk Cannon (for use with the Chimera chassis)  
Heavy Stubber gun for use with Vehicles  
House Ruins  
Hydra Anti-Aircraft Platform

Phaeton Pattern Landing Pad  
Ruins and Buildings of multiple types  
Sabre Defence Platform (Man-able Hvy Stubber platform)  
Tarantula Sentry Gun: Twin Lascannons  
Temples and Shrines  
Turrets: Battle Cannon / Twin Autocannon / Plasma Destroyer  
Wall Sections

We'll be releasing un-textured mock-build images of these things soon.

Finally, the work roster for this coming month (July) is as follows.

#### Programming:

- 1: Strategic Points element is being assessed, and discussion of Server-side or Client-side settings underway.
- 2: Drop-pod idea is going to be assessed and discussed.

#### Modelling:

- 1: Terrain construction is underway.
  - 2: Rhino chassis to be built for use with all variants.
- Extra: Chaos weapons to be made.

#### Texturing:

- 1: Most terrain and buildings are to be textured.
- 2: Weaponry to be textured.

#### Map-creation:

- 1: 40k\_Dayglass.mix - Our version of Hourglass.
- 2: A City map will be made.

#### Rigging:

- 1: The following weapons are READY to be rigged right now:  
Lasgun, Lascannon, Bolt Pistol, Bolter, Hvy Bolter
- Unfortunately, we lack a Rigger, but I am currently studying how to do it.

So that's our plan!

So yes, welcome all new members! Now, also, you might like to check out our soundtrack! I've currently made 3 songs. They can be listened to here:  
<http://www.moddb.com/mods/renegade-40000/videos>

Lastly, in the last 2 nights I've made some very nice textures for roads, etc. You'll see them in-game!

By the way, our job applications are open!

3D Modelers  
Level Designers

For applicants, both jobs require a portfolio of the work, knowledge of the applications required for them, and a passion for the Warhammer 40,000 universe is a big plus. Applications can be sent to:  
contact@ren40k.net

Thanks for tuning in, have a great day!

Thought for the Day: No man died in His service that died in vain.

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Subject: Re: Renegade 40,000!  
Posted by [JeepRubi](#) on Tue, 07 Jul 2009 21:58:01 GMT  
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Me thinks you shouldn't make a mod for a game that's 7 years old.

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Subject: Re: Renegade 40,000!  
Posted by [Slave](#) on Wed, 08 Jul 2009 23:08:43 GMT  
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If you enjoy doing so, you should. That's why its done, for the lulz.

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Subject: Re: Renegade 40,000!  
Posted by [Dreganius](#) on Fri, 10 Jul 2009 09:57:46 GMT  
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Slave wrote on Thu, 09 July 2009 09:08If you enjoy doing so, you should. That's why its done, for the lulz.

Exactly. And for the fun of making it.

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