Hello Renegade Community,

I bring to you a chance to be a part of something that is going to change Renegade in a way that no other mods are doing. I bring to you a chance to be a part of the Scud Storm Team.

Scud Storm is a mod for C&C Renegade that transforms it into the C&C Generals Zero:Hour era. Scud Storm has been around for a long time now and died out once due to its original owner not wanting ti complete it. Until a few weeks ago, Nameme99 brought the mod to life. His actions have gave people hope in seeing a Generals mod for Renegade. I now Lead Scud Storm in its march towards becoming the first Generals mod.

Scud Storm has had its hard times, but we need staff if we want to continue our work in a timely manner. We are currently looking for one or two of the following.

External Building Modeller
Internal Building Modeller
Vehicle Modeller
Infantry Modeller
Texture artist
Mapper

If you would like to fillin one of these position, please register at www.neogods.net/scudstorm and post your own app in the "Join the staff" forums.

Nows your chance. Don't miss it.

Scud Storm Team

Yes, that is true that we are recruiting. Nameme revived this mod sometime ago but it was presently inactive because he was on the AR Development team and didn't have time to lead Scud Storm.

Now, the mod is back and kicking ass. We have website online and are working on getting a development team going to start work again on this mod. We are remaking all models and creating all new textures. Check us out at our website at http://scudstorm.moddb.com and register on our forums for live updates!

-MathK1LL

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 04:41:04 GMT
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YAY!

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 04:54:47 GMT
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NX01class wrote on Tue, 11 September 2007 18:58External Building Modeler
Internal Building Modeler
Vehicle Modeler
Infantry Modeler
Texture artist
Mapper

We don't really need an Internals Building Modeler since we have the l33t internals designer Merovingian. Building externals, vehicle modeling, and infantry modeling are what we need at this time. But we'll take what we can get

-MathK1LL

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 05:01:47 GMT
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I can model anything T_T

Subject: Re: Scud Storm mod
Posted by Zion on Wed, 12 Sep 2007 08:02:14 GMT
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MathK1LL wrote on Wed, 12 September 2007 05:54We don't really need an Internals Building Modeler since we have the l33t internals designer Merovingian. Building externals, vehicle modeling, and infantry modeling are what we need at this time. But we'll take what we can get

-MathK1LL

I was just about to say that minus the l33tness.

Subject: Re: Scud Storm mod
Posted by Ryu on Wed, 12 Sep 2007 09:42:49 GMT
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The Merovingian wrote on Wed, 12 September 2007 03:02MathK1LL wrote on Wed, 12 September 2007 05:54We don't really need an Internals Building Modeler since we have the l33t internals designer Merovingian. Building externals, vehicle modeling, and infantry modeling are what we need at this time. But we'll take what we can get

-MathK1LL

I was just about to say that minus the l33tness.

No no no.. You're 1337, alright.

Subject: Re: Scud Storm mod
Posted by Zion on Wed, 12 Sep 2007 09:48:18 GMT
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orly? I think not.

Oh, and i forgot in the first post. I'm co-leading this mod alongside NX01class.

Subject: Re: Scud Storm mod
Posted by Ryu on Wed, 12 Sep 2007 10:27:57 GMT
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The Merovingian wrote on Wed, 12 September 2007 04:48orly? I think not.

Oh, and i forgot in the first post. I'm co-leading this mod alongside NX01class.

Just accept the fact you're 1337 and shut up! >:(

:P

Subject: Re: Scud Storm mod
Posted by IronWarrior on Wed, 12 Sep 2007 10:51:17 GMT
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Anyone have a link to the old version of it?

Subject: Re: Scud Storm mod

Posted by IronWarrior on Wed, 12 Sep 2007 11:19:09 GMT
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renalpha wrote on Wed, 12 September 2007 06:13//edit

renhelp.net has it take a look over there I

Thanks, I'll will check it out.

Subject: Re: Scud Storm mod
Posted by Zion on Wed, 12 Sep 2007 11:57:15 GMT
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The old version is also in the downloads section in our moddb profile.

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 14:44:50 GMT
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IronWarrior wrote on Wed, 12 September 2007 04:51Anyone have a link to the old version of it?

Clicky

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z   on Wed, 12 Sep 2007 15:07:19 GMT
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how can i open server for scud storm?

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 17:44:17 GMT
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"Host Game" from "Advanced Game Listings"

-MathK1LL

Subject: Re: Scud Storm mod

Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 19:02:09 GMT

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ok!   -Downloading-

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 19:05:48 GMT

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but whats about this CLICK

why we dont have gla tanks etc?

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 19:07:29 GMT

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The new Scud Storm team doesn't support the old mod anymore. We're remaking everything in this new mod.

Subject: Re: Scud Storm mod
Posted by BlueThen on Wed, 12 Sep 2007 19:41:45 GMT

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MathK1LL wrote on Wed, 12 September 2007 14:07The new Scud Storm team doesn't support the old mod anymore. We're remaking everything in this new mod.
Are you in everything? Literally, everwhere I go, I see you there. >.>

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 19:45:55 GMT

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We're remaking everything in this new mod.

3 playable teams? maybe u guys can make maps where only GLA and CHINA then a other map with CHINA vs USA etc.

Subject: Re: Scud Storm mod
Posted by reborn on Wed, 12 Sep 2007 20:37:41 GMT
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Renegade can support three teams.

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 20:42:16 GMT
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yes... but 1 team can only help other team to win :/

Subject: Re: Scud Storm mod
Posted by reborn on Wed, 12 Sep 2007 20:54:02 GMT
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There are ways around that.

When one team has lost all there structures they could just be like free inf players.

When one team has lost all there structures they get "re-teamed" to the losing side.

When one team loses all there structures they get "re-teamed" evenly to the to remaining teams.

When one team loses all of it's structures they get "re-teamed" but have a script attached to them that disallows them to make purchases or get in vehicles.

When one team loses all of it's structures they get evicted from the game with a "you lose" message.

When one team loses all of it's structures they become spectators in the rest of the match.

That's off the top of my head, there are more options out there waiting to be thought of. =]

Subject: Re: Scud Storm mod
Posted by mrÃ£Ã§Ä·z on Wed, 12 Sep 2007 21:15:53 GMT
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!!! Cool i hope they make that !!!

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 21:47:08 GMT

Reborn wrote on Wed, 12 September 2007 14:54There are ways around that.

When one team has lost all there structures they could just be like free inf players.

When one team has lost all there structures they get "re-teamed" to the losing side.

When one team loses all there structures they get "re-teamed" evenly to the to remaining teams.

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When one team loses all of it's structures they get evicted from the game with a "you lose" message.

When one team loses all of it's structures they become spectators in the rest of the match.

That's off the top of my head, there are more options out there waiting to be thought of. =]

You should be on the team Reborn.

EDIT: I can't really say which one we're using because that's information only pertinent to the staff of Scud Storm.

EDIT2:
BlueThen wrote on Wed, 12 September 2007 13:41MathK1LL wrote on Wed, 12 September 2007 14:07The new Scud Storm team doesn't support the old mod anymore. We're remaking everything in this new mod.
Are you in everything? Literally, everwhere I go, I see you there. >.>

No. And I can't think of a comment

Subject: Re: Scud Storm mod
Posted by Zion on Wed, 12 Sep 2007 22:58:13 GMT

He's only in one mod team that i can think of right now, and that's SS. He WAS in ApocRising but got booted for leaking files and WAS in Rebernt, but was booted for "not being given anything to do, and therefore not doing anything".

He's like a smaller, less successful version of me xD

Subject: Re: Scud Storm mod
Posted by IronWarrior on Wed, 12 Sep 2007 23:22:39 GMT
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Well, after playing it, I'm happy to say, that is a well built mod, it's playable right now.

Though, I'll do agree, it does now need to be revamped abit.

I'll wish it wasn't in german. :/

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Wed, 12 Sep 2007 23:26:43 GMT
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The Merovingian wrote on Wed, 12 September 2007 16:58He's like a smaller, less successful version of me xD

Subject: Re: Scud Storm mod
Posted by Wallywood on Thu, 13 Sep 2007 00:27:58 GMT
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i like those ideas

Subject: Re: Scud Storm mod
Posted by Genesis2001 on Thu, 13 Sep 2007 05:38:23 GMT
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The Merovingian wrote on Wed, 12 September 2007 16:58He's only in one mod team that i can think of right now

Lol, forgot to mention...correction *three* mod teams. Look at my siggy.

~MathK1LL