
Subject: Hundred Years' War

Posted by [GeneralCF](#) on Mon, 08 Oct 2007 00:50:02 GMT

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Hello everyone, my name is GeneralCF.

I always loved GDI vs. NOD wars. Indeed, this is a good game, at least for me. At Renegade Im a newbie at modding, but in Rome : Total War I started to be a modder.

Now, what about a new, improved interface covering the Hundred Years' War? I think this would be a good idea, replacing all the buildings to a medieval aspect with newer models and skins.

Units will be able to be done, since medieval warriors were Archers, Crossbowmen , Cavalry, Peasants, and Infantry with shields or spears.

Something I will have to work is defensive structures, how can they attack(I guess they will throw arrows), how to earn money(what a problem!). Power Plants will be replaced, Ion Cannon and Nuclear Strikes also. Structures should be burned, and not destroyed by tanks! Also, Cavalry will have to use horse and not tanks, not horses coming from the Nod Airstrip.

I think victory conditions must be worked. Any help involved in this mod will be greatly appreciated, also, I need tutorials.

Thank you for reading and further help.

GeneralCF

Subject: Re: Hundred Years' War

Posted by [The Elite Officer](#) on Mon, 08 Oct 2007 16:46:28 GMT

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Ohhh wow a full conversional mod, I hope you are ready to take on the challenge. If you dont know you should look at www.renhelp.net before you start, and BTW I would also love to help you, so just let me know.

Subject: Re: Hundred Years' War

Posted by [GeneralCF](#) on Mon, 08 Oct 2007 22:23:35 GMT

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Great. I think I will need help, so I'm great you offer me help.

Im R:TW, a lot of Total Conversions are made, apart from mini mods.

Are there mayor modifications for this game?

Some ideas I have:

- There won't be, for obvious reasons, purchase terminals. Those will be replaced.
- There won't be credits anymore, I think that would be sorted by changing the name to something like Grain.
- There won't be Engineers, I think buildings should be burned or collapsed. Firemen will be needed in order to shut down fire.
- Important: No longer tanks, there will be ARTILLERY.
- Improved defenses: There will be towers, but those will attack with garrison inside.
- Tiberium will not be longer used, there will be farms, and Harvies should be user controlled Farmers.

More will come. Stay tuned.

GeneralCF
