
Subject: Renegade Unleashed 4.8

Posted by [BlazeDragoon](#) on Sun, 13 Jul 2008 22:37:27 GMT

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Hey there everyone, just here posting about my mod. Renegade Unleashed is a mod I work on from time to time, and have been messing with the mod for along time now.

The mod keeps all of the original Renegade units, and adds new features and units, only expanding to renegade, rather than changing it all around. The mod features many alternate fire modes, and a lot of new vehicles and infantry. To purchase the most of the new units simply goto the extras menu. I've worked hard to try to keep the renegade feel to the mod, expand a lot to it, and add it's own special feel to the mod.

Small feature List:

54 Infantry Total (including alternates/both teams)

47 Vehicles Total (including alternates/flying/both teams)

New Tiberium Strike Beacon (spawns on maps)

Multi-gunner Mammoth MK2 (1 driver/3gunners)

Deployable Tick Tank (Pressing Y Key)

Many new alternate fire modes (right click)

I have a dedicated server up for the mod. The server has RR, Brenbot, and of course the mod on it. I've used to play my mod awhile back with a good amount of other people(14+ at a time), and I'd honestly like to get some bigger games of my mod going, and for a mod that's not a total conversion with a big team working on it such as Reborn and Renalert that's been a bit difficult, same goes for getting a community. However, I've been working on it and will probley keep at it for a bit. Anyways, I hope the mod provides some of you with some entertainment and I hope to possibly see some of you ingame:).

Download from Game-Maps.net:

<http://ren.game-maps.net/index.php?action=file&id=1163>

Download from my Mirror:

<http://z11.invisionfree.com/BlazeMods2/index.php?showforum=4>

Website:

<http://www.blazemods.com>

Also if you try the mod please leave comments about what you think, good or bad:).

Subject: Re: Renegade Unleashed 4.8

Posted by [Lone0001](#) on Mon, 14 Jul 2008 03:37:26 GMT

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Sounds fun, Downloads...

Subject: Re: Renegade Unleashed 4.8
Posted by [Veyrdite](#) on Mon, 14 Jul 2008 03:41:42 GMT
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Nice, but the Mammoth Mk2 is too small and needs more fire-power, its weapons do hardly any damage.

Subject: Re: Renegade Unleashed 4.8
Posted by [BlazeDragoon](#) on Mon, 14 Jul 2008 04:29:42 GMT
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Dthdealer wrote on Sun, 13 July 2008 22:41Nice, but the Mammoth Mk2 is too small and needs more fire-power, its weapons do hardly any damage.

Well yea, the reason it's been made smaller, is all renegade maps are used, and I wanted it built in the weapons factory. Any bigger and it wouldn't fit. Also as of for the weapons, fully gunned it might be something to be messed with, but I would agree that it might need a little buffing. Also remember that there are primary and standard fire modes, and the mk2 top missile launchers have just that. One fire is anti-air and the other is anti-armor:).

Subject: Re: Renegade Unleashed 4.8
Posted by [Veyrdite](#) on Tue, 15 Jul 2008 02:05:16 GMT
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The anti-aircraft flak-gun is a brilliant idea. I'm yet to try it against real aircraft.

Subject: Re: Renegade Unleashed 4.8
Posted by [BlazeDragoon](#) on Tue, 15 Jul 2008 22:03:44 GMT
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Dthdealer wrote on Mon, 14 July 2008 21:05The anti-aircraft flak-gun is a brilliant idea. I'm yet to try it against real aircraft.

Works pretty well, but as a perk some aircraft don't have aircraft type of armor. Also the the gattling tank has a "flak" warhead and owns air(maybe a little to much;x). I think the flak gun is good but might a slight bit of a learning curve getting used to trying to get the rocket to go the right distance.
