
Subject: ***Modders Wanted!!!*** Zero: SP Needs more staff!

Posted by [Anonymous](#) on Mon, 22 Apr 2002 14:56:00 GMT

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The Zero: Stolen Property needs alot more staff members to get this mod going!!! right now we needModellersScriptersSkinnersMappersand maybe some people who wouldn't mind doing voices and sounds for our modIf u haven't seen my previous posts...the Zero: SP Mod will be doing a mod using the Bungie made game, Halo Theme...it won't be exactly like Halo but it will have the same type of stuff...BUT..this mod will be VERY fun to play and hopefully it might be good enough to be Renegades Counter Strike =O)...this mod will incorporate Air, and land vehicles that will have their own special abilities of course..same for the characters u can play as...so far as of now..heres the units and vehicles list we have so far---===US Marines Characters===---different types of Marines with different guns of course and specializing in different areasMedics/Engies5 different SPARTAN's that specialize in certain areasSome new kind of Heavy Suited Spartan that counteracts with the Predator of the Cov---===US Marine Vehicles===---ThunderBird(no not the car)(replaces Warthog)Scorpion TankLight weight scout jetLongSword Fighter v3.0 (smaller but faster than the regular longsword fighter)Pelicanand some other ground vehicle thats undecided yet---===Covenant Characters===---2 kinds of grunts, all ranking skins2 kinds of Jackals3 kinda of Elites, 2 skins for each5 SPARTAN Elites that specialize in different areasPredator(replaces hunter)---===Covenant Vehicles===---Phantom Scout(replaces ghost with new look)Wraith TankSwarmer(New Covenant ship, lightweight machine gun tank)BansheeSome other kind of Air vehicleCov Dropshipi don't want to give the weapon list just yet but if u guys really wanna see it tell me i'll make a rough list of the weapons to expect in the gameAlso note that alot of these names will be changing for copyright reasonsIF U WANT TO HELP DO NOT HESITATE TO CONTACT MEi can assure u this mod will NOT be a waste of time...but we need your help to get the mod moving faster, we have some models but not at the speed i was hoping for...so plz if u want to help and your not sure if it can help us...just reply with what u can do and i'll tell u if u can help! it can't hurt!...if u want to contact me or Swampy heres how u canReply to this postIM us at ZeroX393 or Swampy235Message us on MSN at Spartnll@hotmail.com and Swampy235@hotmail.comor e-mail me at armorse@cfl.rr.comthankx for taking the time to read this
