
Subject: A Brand New Mod for Renegade!

Posted by [Titan_HQ](#) on Thu, 18 May 2006 10:33:16 GMT

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**Tiberium Desolation is a modification for the 2002 action game Command and Conquer: Renegade that aims to create a more sophisticated and enjoyable multiplayer experience. The primary focus of the modification is on team based action, requiring players to work together efficiently as a team in order to win.

Tiberium Desolation is set 15 years after the events of Tiberian Sun (and Firestorm). The forces of the Global Defence Initiative (GDI) and The Brotherhood of Nod (NOD) continue to fight for the last remaining land not touched by the continuously growing Tiberium. The battle takes place in Northern Africa - GDI's last stronghold.

Choose to fight for either The Brotherhood of Nod, specialists in stealth technology and guerrilla tactics, or the Global Defence Initiative, a more technologically superior organisation. Will you help to expel the fanatical NOD forces, or will you fight tirelessly for the good of The Brotherhood and Kane? **

CnC Renegade is going to be built from scratch again. Every building, unit, character and weapon will be scrapped and re designed. Obviously vehicles like the mammoth tank will need less re-designing than buildings like Weapon factory. New features will be added plus 20+ new buildings, weapons, vehicles per side.

The website is www.td-mod.co.nr (the site isn't online yet, I've just set up a temporary site for now, Klink the webmaster/ PR guy is making an amazing site as I type this.)

To make these ideas a reality we need some help. All positions are available, no matter what you can do. If you are interested email me at monkey_toes90@hotmail.co.uk or reply to this post and I'll email you.

Below is a schematic of the NEW! Nod light tank, Just to show you exactly how much re-designing is taking place.

P.S * the passage was written by Klink.

File Attachments

1) [nod light tank MK1td.jpg](#), downloaded 989 times

