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Subject: Scud Storm Mod Released

Posted by [OWA](#) on Sat, 02 Sep 2006 18:35:10 GMT

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The Scud Storm mod has been released and you can get it from <http://www.laeubi.de/>

This is a total conversion to C&C Generals.

You dont need Renegade to play. Its standalone like APB.

I just thought I would bring this to the community's attention. The graphics really do suck as most of the stuff has been ripped from C&C Generals. But some of it is quite interesting. The scripts are really quite inventive. Here is a quick list of features.

Capturable Oil Derricks

Working construction dozers that build base defences (different base defence depending on which character you are.)

Buildable AI supply trucks/chinooks

Upgradeable vehicles. (includes battle drones and all the overlord upgrades, black napalm ect)

Targetable Superweapons. (No more beacon, you get a target spawned which your character enters and then you fly it over the target and fire to inflict damage)

Planes are VTOL, they were previously thought to be on some kind of new system.

Deployable units.

This mod has quite a clever script that stops people from buying more supply trucks and planes when another is in the build zone.

I thought that this script could be handy for APB and its helipads/naval factorys.

I really hate it when my sub gets crushed by an oblivious n00b who cant wait til i'm clear of the build zone.

There are a lot of issues with it at the moment. For example when you kill another player the game crashes for everyone except the host. The level edit file is up on Laeubi's site as well, If anyone would like to finish it.

Anyway, try it out because some of this stuff is pretty cool.

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