

---

Subject: A new mod in the community

Posted by [BogdanV](#) on Tue, 12 Jun 2007 15:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello there ! Some of you might know me from here at CnC-Source and APB as BogdanV. Well anyway, probably, quite a few know that I'm the leader of a new project/mod for Renegade that aims at creating a "what if" scenario of RA2's Allied victory going to TD after the Soviet's last struggle to reconquer the USA after their defeat in RA2. And since this mod's objective is to unite the RA storyline (including RA2) with the Tiberian one, my thought was to call it simply "Renegade2 Mod" . Maybe the title doesn't sound too exciting, but it is just a placeholder for the final title of the mod. To keep things as simple as possible, here's a small FAQ to respond to some of your possible questions (if you still have any other questions/comments, please post them openly) :

Q1 : What is your mod about (like background story) ?

A1 : This mod is positioned a few years after the aftermath of RA2. The world is in ruin due to the scale of the war, and most of the world's countries are ruined economically. The Allies are victorious and Alexander Romanov is trialled and executed at UN's Court of War decision. It has been decided that the next soviet leader that will act as a puppet ruler will be a man publicly known only as Kane. As this happens, Romanov's son, Evgeniy, is marked by his father's fate and wants revenge. Kane wants to create a new organization, more appealing for the masses, to control the entire planet and for this, the failed image of socialism must be dismantled and replaced with a new, similar doctrine, something near to the masses, a Brotherhood. But to achieve this, both the Allies and the current USSR must be eliminated. Especially the Soviet Union. Knowing Evgeniy's desire to avenge his father, Kane exploits this and secretly helps him to launch a massive invasion on US soil. And this is how the Fourth World War begins ! The full story can be read at the mod's ModDB profile at : [Renegade2 Mod ModDB](#)

## Profile

Q2 : With such a detailed story, will there be something like a Single Player for this mod ?

A2 : Hopefully, yes. If most of you want this mod to be developed, then we will probably look on making a Single Player too. But right now, a Multiplayer only version is intended.

Q3 : Where can I see more of your mod ?

A3 : Currently, the ModDB is the only page depicting what has been currently done, but hopefully, a site for the mod will be launched, to make things easier for you and us.

Q4 : I like your mod. How can I help your project ?

A4 : If you are good at anything that is involved in the process of making a mod (like modeling, texturing, skinning, coding, etc.), please PM me or contact me via e-mail at "vitelb1@yahoo.com" .

Q5 : I'm not good at moding, but I really want to help you and I don't know how.

Is there anything I can do ? Please tell me !

A5 : Sure there's something you can do and it would really help us a lot if you'd do this ! To help us, please spread the word about us to everyone ! A mod that isn't known is a dead mod. Please spread the word about the mod in the community if you want to help us make this mod so that we can all enjoy it !

And here are some renders of our work, from our ModDB profile :

Soviet Iron Curtain :

Allied Barracks interior :

Soviet Office Building (will be used as a HQ maybe) :

Civilian Refinery (RA2 building) :

Libyan Demolition Truck :

Allied Missile Silo (as seen in the RA2 intro) :

Also, if you like our mod, please visit another mod that is in development, Apocalypse Rising, with which Renegade2 Mod is merged : Apocalypse Rising .

Thank you for your time to read this. Support the community; help our mod !

---