
Subject: Renegade 40,000!

Posted by [Dreganius](#) on Tue, 03 Jul 2007 12:50:46 GMT

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Some ppl might be wondering wtf Renegade 40,000 is, (probably not many) and i'm here to tell you.

I'm starting to make a mod for renegade that changes practically everything into Warhammer 40,000. Now, i know that there are like 13+ different races in Warhammer 40k, but i'm confining it to just 4. GDI will consist of Ultramarines and Imperial Guard, and Nod will consist of the Chaos Space Marines and Traitor Guard. Essentially, teams will be balanced because of this.

I'm also (when the mod is finished) going to make a "skin only" version that just changes the skins of characters and / or guns but essentially keeps the game as it is.

The mod is beginning now, and all that has been done so far is a skin for the Tiberium Auto Rifle, a Bolter. much more will be changed, believe me. some ideas for characters are:

GDI (Imperium)

(Pistol = Laspistol)

Current	Replacement (Weapon)
GDI Soldier =	Imperial Guardsman (Lasgun)
GDI Shotgunner =	As Above (Shotgun)
GDI Grenade Launcher =	As Above (Grenade Launcher)
GDI Engineer =	Medic (...)

GDI Officer =	Liutenant (Hellgun)
GDI Rocket Soldier =	Storm Trooper (Meltagun)
Sydney =	Space Marine (Bolter)

Deadeye =	Space Marine Scout (Sniper Rifle)
Gunner =	Space Marine (Heavy Bolter)
Patch =	Space Marine (Storm Bolter)

Havoc =	Vindicare Assassin (Exitus Sniper Rifle)
P.S Sydney =	Terminator (Assault Cannon)
Mobius =	Space Marine Captain (Plasma Gun)

1: i'm very open to change

2: i will post up more replacements as i think of them

IF YOU WANT TO BE PART OF THE RENEGADE 40,000 TEAM, EMAIL ME (including what you can bring to Renegade 40,000)

The (official) website will be up as soon as enough people begin working on it with me .

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