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Subject: Re: Renegade 40,000!

Posted by [IronWarrior](#) on Wed, 04 Jul 2007 01:35:53 GMT

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Dreganius wrote on Wed, 04 July 2007 11:04lol i thought it was..

ok cool thanks man it'll be appreciated if you can help.

OK!

Since there aren't any real "resources" in Warhammer 40,000, Tiberium will (unfortunately) be completely out of the picture. Instead of a refinery, there'll probably be a 1:Orbital Relay/Daemons Pit giving something like 5 creds per second or something, and 2: a fully upgraded Listening Post as your AGT/Obi replacement, which will also generate 2 creds per second. this means tactical opportunities will be lost via no harvester, but will be made up in other ways.

Thermo Plasma Generators are basically PPs, you'll have your Chapel-Barracks/Chaos Temple as Bar and HON, Machine Cult/Pit as WF/Air, and Heavy Bolter Turrets for... well, turrets. (yes, i'm pretty much going to make the buildings from Dawn Of War)

Chaos Troops (As before basically)  
Nod Soldier = Corrupt Guardsman (Lasgun)  
Nod Shotgunner = As Above (Shotgun)  
Nod Flamethrower = As Above (Flamer)  
Nod Engineer = Medic (Unknown)

Nod Officer = Raptor (Bolt Pistol, Chainsword, Jetpacks)  
Nod Rocket Soldier = Chaos Space Marine (Flamer MK II)  
Nod Chem Trooper = Space Marine (Bolter)

BH Sniper = Unknown (Sniper Rifle)  
BH = Chaos Space Marine (Heavy Bolter)  
SBH = Chaos Space Marine (Storm Bolter)

Sakura = Unknown(Exitus Sniper Rifle)  
Raveshaw = Chaos Terminator (Assault Cannon)  
Mendoza = Unknown (Unknown)

Oh and the GDI Officer/"Lieutenant" will probably be replaced with an Assault Marine (Bolt Pistol, Chainsword, Jetpack) to even out the jumpjet (not flying, just superjumping lol) capability of the two units.

Sounds very cool, what skills do you have by the way?

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