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Subject: Hundred Years' War

Posted by [GeneralCF](#) on Mon, 08 Oct 2007 00:50:02 GMT

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Hello everyone, my name is GeneralCF.

I always loved GDI vs. NOD wars. Indeed, this is a good game, at least for me. At Renegade Im a newbie at modding, but in Rome : Total War I started to be a modder.

Now, what about a new, improved interface covering the Hundred Years' War? I think this would be a good idea, replacing all the buildings to a medieval aspect with newer models and skins.

Units will be able to be done, since medieval warriors were Archers, Crossbowmen , Cavalry, Peasants, and Infantry with shields or spears.

Something I will have to work is defensive structures, how can they attack(I guess they will throw arrows), how to earn money(what a problem!). Power Plants will be replaced, Ion Cannon and Nuclear Strikes also. Structures should be burned, and not destroyed by tanks! Also, Cavalry will have to use horse and not tanks, not horses coming from the Nod Airstrip.

I think victory conditions must be worked. Any help involved in this mod will be greatly apreciated, also, I need tutorials.

Thank you for reading and further help.

GeneralCF

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