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Subject: Re: Hundred Years' War

Posted by [GeneralCF](#) on Mon, 08 Oct 2007 22:23:35 GMT

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Great. I think I will need help, so I'm great you offer me help.

Im R:TW, a lot of Total Conversions are made, apart from mini mods.

Are there mayor modifications for this game?

Some ideas I have:

- There won't be, for obvious reasons, purchase terminals. Those will be replaced.
- There wont be credits anymore, I think that would be sorted by changing the name to something like Grain.
- There won't be Engineers, I think buildings should be burned of collapsed. Firemen will be need in order to shut down fire.
- Important: No longer tanks, there will be ARTILLERY.
- Improved defenses: There will be towers, but those will attack with garrison inside.
- Tiberium will not be longer used, there will be farms, and Harvies should be user controled Farmers.

More will come. Stay tuned.

GeneralCF

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