Subject: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Sun, 12 Jun 2011 17:06:42 GMT
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http://www.moddb.com/mods/tcw

We have started a new modification for the game C&C Renegade which will be standalone and free to play.
It will be taking place in the C&C 3 Tiberium Wars timeline and feature units, structures and objects from C&C 3.

So far we got the GDI Tiberium Refinery, GDI Barracks, Nod Tiberium Refinery, Nod Power Plant and the Neutral Tiberium Spike (which can be captured for money with an engineer) ingame.
Units ingame currently are a Predator Battle Tank, Raider Buggy, Pitbull and Mammoth Tank.
And we have the anti-infantry defenses GDI Watchtower and Nod Shredder ingame

Kenz3001 made a few kickass wallpapers for the mod which can be downloaded here:
GDI Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...r-gdi-wallpaper
Nod Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...r-nod-wallpaper
Scrin Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...scrin-wallpaper

We have 4 maps ingame now:
C&C_Joipa (medium sized map with defenses)
C&C_Snow_Death (small map with 3 Tiberium Spikes)
C&C_Boxed (small map with 1 Tiberium Spike)
C&C_Moon (medium sized map with 2 Tiberium Spikes and Low Gravity)

We are currently looking for testers to test out the game from time to time on scheduled events. If you are interested then please send me a message here on the forum or join irc.mp-gaming.com #mp-tcw channel.

Greetz zunnie