
Subject: Re: [MapPack]-4.0- server online
Posted by [havoc9826](#) on Fri, 09 Mar 2012 04:40:43 GMT
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Jerad Gray wrote on Thu, 08 March 2012 12:20 Aircraftkiller wrote on Wed, 07 March 2012 18:10 Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!
I believe the Sole Survivor mod did that. Patch to v1.02 here. Also, here's their promotional video. Too bad this mod never took off, despite being such a huge TC mod created so early in Renegade's history.

Gen_Black wrote on Thu, 08 March 2012 20:24 halo2pac wrote on Thu, 08 March 2012 21:03 crazfulla wrote on Thu, 08 March 2012 15:46 Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Gen_Black speaks the truth. Black-Cell did this as early as November 3, 2005. Here's another one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak though)
