Subject: *wip* renegade coop Posted by zunnie on Mon, 10 Apr 2017 08:00:50 GMT View Forum Message <> Reply to Message

ModDB profile: http://www.moddb.com/games/renegade-coop Website (wip): https://coop.allnoobs.com

General Info

Players have the ability to change to a character at the start location or nearby any unlocked checkpoint using the B (Buy) key to access the Sidebar.

Available Characters Hotwire (repairing, healing) Sniper (long range murdering) Gunner (heavy rockets for destroying armor on the road and defenses) Officer (heavy gunner for killing infantry at a faster rate) Rifle (standard outfit rifle soldier for engaging infantry enemies) Demolitionist (Timed, Remote, Mines, he has it all to destroy obstacles, defenses and other enemy objects)

Server Settings The server will have a maximum of about 16-20 players.

Character Class Limits Hotwire = 2 Sniper = 1 Gunner = 3 Officer = 4 Rifle = unlimited (spawn character) Demolitionist = 2

Gear Hotwire: Repairgun, Pistol Sniper: Sniper Rifle, Pistol Gunner: Rocket Launcher, Pistol Officer: Chaingun, Pistol Rifle: Automatic Rifle, Pistol Demolitionist: 2x Timed C4, 2x Remote C4, 6x Mines, Pistol

Perks

A perk is a special ability applied to a player for a 1 time use, once activated with the P (Perk) key it can do the following:

- Ammo Drop: Drops in 3 ammo boxes by chinook for the team to pick up and refill ammo's.

- Medical Kit: Restores a players health to 100% when used, useful if no Hotwire classes are around and you almost died.

- Gun Emplacement: Deploy a gunemplacement that fires at enemies either automatic or manual

when someone enters it.

- Healing Zone: Creates a Bubble Healing Zone that heals units within range with 5 hp every 2 seconds. This perk remains for 2 minutes when used.

Keycards

Keycards will spawn and drop from various locations and/or bots that serve a purpose. Sometimes when a certain structure was infiltrated or destroyed a keycard will become available for pickup.

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