
Subject: [Mod/Maps] Renegade Unleashed 5.0

Posted by [BlazeDragoon](#) on Sun, 08 Mar 2026 23:04:04 GMT

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Introducing version 5.0 of Renegade Unleashed.

To my surprise, it's been nearly two years since I last posted an update here since 4.96. Since then quite has been changed, and a lot was polished. The mod is in a much better spot then it was then and I'm much happier with it now.

Download Options

The Unleashed5.0ClientPKG.7z is for clients/players who just want to try the mod on their own in a lan or such. Everything is in a .pkg that you can just drop in your renegade data folder and select it in-game. (Tiberian Technologies Rev 9000+ required

<https://www.tiberiantechnologies.org/Downloads>)

(Not a server owner? You can skip this part)

The ServerUnleashed5.0MIX.7z is for anyone wanting to include any of the mod maps in their server's rotation. There's a .mix for each map, the UnleashedAssets.mix and UnleashedUpdate.mix contains all the mod files the maps share to avoid re-downloading similar files & making it easier to manage. There are example config files and a da_unleashed.ini for config to.

(Not a modder? You can skip this part.)

Lastly is LevelEditUnleashed5.0.7z. This is the mod folder I use myself to work on the mod. You're free to do with it what you please.

What is Unleashed?

Unleashed is a Renegade that seeks to still feel at a bit renegade but more variety and MORE BULLSHIT. It still retains all of the normal units. A lot of the normal units have been adjusted, but with the intent of making them more viable and/or less frustrating. So a lot more buffs to units that do not see a lot of use, rather than nerfing already strong ones. I decided to make a video of me yapping about it for almost 20 minutes.

Vanilla Unit Changes

Then the New Units...

Unleashed makes use of both the equipment page, and the extras pages. There's... a lot to cover so rather than making a wall of text I'm going to just showcase them via a video(... that's 45+ mins) & the Purchase Terminal pages so you can see (most) of the units. The screenshots will be at the bottom of the post. Here's the video.

Unleashed New Units

What Changed from 4.96->5.00?

A LOT. Included in the server and client 7z has a full changelog, but it's like 350+ lines of RAW

WALL OF TEXT. So for this first post I'm not even going to bother. If the forum lets me do a second post I might post a changelog with some screenshots there?

Anyways, I wanna keep the first post short. Feel free to throw me and feedback or let me know what you think. You can reply here, comment on the YT vids if you want, or the best place to reach me is on discord @ deathproxy.

Enjoy!

File Attachments

- 1) [Unleashed5.0ClientPKG.7z](#), downloaded 100 times
 - 2) [ServerUnleashed5.0MIX.7z](#), downloaded 96 times
 - 3) [LevelEditUnleashed5.0.7z](#), downloaded 81 times
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