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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 06:06:00 GMT

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i (and MANY others....) have been thinking about a viechles mod, i have thought, i repeat, THOUGHT, NOT MADE, about some new viechles, 1.shredder tank, NOD2.rocket apc, GDI3.wasp jet assualt suit, GDI/NOD4.hermit crab L.D.V. (light defense viechle) GDI5.dematerealyzer tank, NOD6.commando helicopter, GDI/NOD (stealth, short range tesla shots and long range snigle shot cannon)is that all u thought? now, for the weapons.1.knife, primary fire, stab, half damage to all parts but instant kill to the neck and head,secondary fire, throwing knife, can only be done 1 time and not be picked up again.2.plasma rifle, fires a bluish green shot which melts things, instant kill troops, but half a square to heavy viechles,3.smart bomb launcher, fires a super missle, which homes in on the nearest enemies, large explosive radius, instant kill troops, doesnt home in one viechles, as it scans heart beats,but secondary fire launches a dumb fire rocket, for those who dont know, dumb fire means non-homing.im getting typing cramp so ill finsih the list soon.P.S im gonna need help on this mod, [ August 09, 2002, 06:08: Message edited by: iamalaser ]

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 06:18:00 GMT

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quote:Originally posted by iamalaser:i (and MANY others....) have been thinking about a viechles mod, i have thought, i repeat, THOUGHT, NOT MADE, about some new viechles, 1.shredder tank, NOD2.rocket apc, GDI3.wasp jet assualt suit, GDI/NOD4.hermit crab L.D.V. (light defense viechle) GDI5.dematerealyzer tank, NOD6.commando helicopter, GDI/NOD (stealth, short range tesla shots and long range snigle shot cannon)is that all u thought? now, for the weapons.1.knife, primary fire, stab, half damage to all parts but instant kill to the neck and head,secondary fire, throwing knife, can only be done 1 time and not be picked up again.2.plasma rifle, fires a bluish green shot which melts things, instant kill troops, but half a square to heavy viechles,3.smart bomb launcher, fires a super missle, which homes in on the nearest enemies, large explosive radius, instant kill troops, doesnt home in one viechles, as it scans heart beats,but secondary fire launches a dumb fire rocket, for those who dont know, dumb fire means non-homing.im getting typing cramp so ill finsih the list soon.P.S im gonna need help on this mod,Rememeber, it's Nod, not NOD.

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 06:24:00 GMT

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thats ALL u had to say!!?!?!?!IVE BEEN SITTING AT MY COMPUTER FOR 1 HOUR WAITING FOR SOMEONE TO OFFER HELP! [ August 09, 2002, 06:24: Message edited by: iamalaser ]

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 13:02:00 GMT

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when is it coming out some of the stuff sounds cool

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 13:44:00 GMT

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This sounds ok!

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 09 Aug 2002 23:23:00 GMT

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interesting idea. but do you even have a clue to what everything will look like?

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Subject: new viechles mod

Posted by [Anonymous](#) on Sat, 10 Aug 2002 07:27:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by iamalaser:i (and MANY others....) have been thinking about a viechles mod, i have thought, i repeat, THOUGHT, NOT MADE, about some new viechles, 1.shredder tank, NOD2.rocket apc, GDI3.wasp jet assualt suit, GDI/NOD4.hermit crab L.D.V. (light defense viechle) GDI5.dematerealyzer tank, NOD6.commando helicopter, GDI/NOD (stealth, short range tesla shots and long range snigle shot cannon)is that all u thought? now, for the weapons.1.knife, primary fire, stab, half damage to all parts but instant kill to the neck and head,secondary fire, throwing knife, can only be done 1 time and not be picked up again.2.plasma rifle, fires a bluish green shot which melts things, instant kill troops, but half a square to heavy viechles,3.smart bomb launcher, fires a super missile, which homes in on the nearest enemies, large explosive radius, instant kill troops, doesnt home in one viechles, as it scans heart beats,but secondary fire launches a dumb fire rocket, for those who dont know, dumb fire means non-homing.im getting typing cramp so ill finsih the list soon.P.S im gonna need help on this mod,Rememeber, it's Nod, not NOD.Does nod stand for No Orbital Defence?

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Subject: new viechles mod

Posted by [Anonymous](#) on Sat, 10 Aug 2002 11:20:00 GMT

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I think its impossible to make the stuff do all that, i THINK, then again, i dont know much about scripts, so you might be able to do it with a lot of scripts.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:13:00 GMT  
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well i kinda have a few ideas of the apperance...but i think for this idea we should assemble a team. what does everyone think of this?

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:27:00 GMT  
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ok i am now going to finish this list,viechles:mobile turret constructor: NODmoblie guard tower constructor: GDI mobile auto defense system: NOD/GDI (weapons will vary from side to side)chemical sprayer tank/jet: NODparatroop chopper: NOD/GDI (drops bots)ion vtol craft: GDItiburian resistant suit: GDIweapons:improved rail gunautomatic rocket launcher (rapid fire)super PIC (personal ion cannon)i realize with all this space we might have to get rid of all the other viechles and weapons,is there any we around this? maybe like another extras code?

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 07:53:00 GMT  
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You might be able to use the extras PT for all this stuff. I don't know where it is in Commando though.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 08:55:00 GMT  
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ok i am ready to explain all about the viechles on demand

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 09:00:00 GMT  
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if u would like to join this team to create this mod email me at [garrity9079@rogers.com](mailto:garrity9079@rogers.com) also dont forget to check out [renegademods.com](http://renegademods.com)

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 13 Aug 2002 09:07:00 GMT

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is anyone gonna join the mod team?

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Subject: new viechles mod

Posted by [Anonymous](#) on Tue, 13 Aug 2002 11:41:00 GMT

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quote:[/qb]Does nod stand for No Orbital Defence?[/QB]non oral deforming

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 21 Aug 2002 18:41:00 GMT

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oh, and before u click on that ass whipe aircraftkiller;s here, be sure to know that it gives him 5 stars from ur account

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 21 Aug 2002 18:42:00 GMT

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quote:Originally posted by Havoc 89:interesting idea. but do you even have a clue to what everything will look like?slightly...

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 21 Aug 2002 18:56:00 GMT

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dont mind me, just moving it up to most recent...

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 21 Aug 2002 19:06:00 GMT

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again...

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 21 Aug 2002 23:18:00 GMT

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If you want to know what Nod is, goto the C&C Encyclopedia (i think its off of the Gamespy site) and read the entire history of Kane and the Brotherhood... its kinda freaky... very very biblically related and all. (you remember that slab of stone in the Temple of Nod in the Tiberium pits dont you?)

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Subject: new viechles mod  
Posted by [Anonymous](#) on Thu, 22 Aug 2002 10:30:00 GMT  
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im sure no one is joining my mod team otherwise id have emails, so ill paste it again  
garrity9079@rogers.com

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Subject: new viechles mod  
Posted by [Anonymous](#) on Fri, 23 Aug 2002 00:22:00 GMT  
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i think the reason why no one will join is because there are too many mods that are being made right know. all the good plp are in mods. so wait for atleast some mods are out.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sun, 25 Aug 2002 11:42:00 GMT  
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Havoc 89 would u help with the modeling?

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sun, 25 Aug 2002 17:32:00 GMT  
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sry man. already have 3 mod teams

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Subject: new viechles mod  
Posted by [Anonymous](#) on Tue, 27 Aug 2002 15:58:00 GMT  
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nuts.....

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Subject: new viechles mod

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Posted by [Anonymous](#) on Wed, 28 Aug 2002 14:30:00 GMT

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well i need expertise help in this.... so is anyone willing to help?

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 28 Aug 2002 15:26:00 GMT

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check ur e-mail

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 28 Aug 2002 15:28:00 GMT

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check ur e-mail

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 30 Aug 2002 13:15:00 GMT

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r u the person who offerd help?

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 30 Aug 2002 13:33:00 GMT

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if i wasnt so busy with the airdogfight mod and living a life then d sure help out with my basic basic modding knowledge i got a humvee to shoot rockets instead of bullets, sounds simple but a biiig feat for me, a NEW modder...well....sorta...

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 30 Aug 2002 15:03:00 GMT

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yea, i did offer, what do u want me to do? i would make maps, i shall start now if u want me 2!

---

Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 30 Aug 2002 15:23:00 GMT

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I'm interested about this knife idea, the throwing part. How are you gonna do this? The stabbing obviously close range damage, infinite stabbing ammo, but how do you make it throw the knife at a ranged target then make it unusable?

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Subject: new viechles mod  
Posted by [Anonymous](#) on Fri, 30 Aug 2002 15:25:00 GMT  
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c4 logic??        for the firing sequence, check out the mutant initiate's melee attack; just put a knife in the hand

---

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Subject: new viechles mod  
Posted by [Anonymous](#) on Fri, 30 Aug 2002 20:35:00 GMT  
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Is it really necessary to make so many new weapons? Why not simply take the Auto-Rifle and add a grenade launcher to it. Simple, and effective.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sat, 31 Aug 2002 06:13:00 GMT  
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quote:Originally posted by ChronoJam:c4 logic??        for the firing sequence, check out the mutant initiate's melee attack; just put a knife in the hand    I dont think the C4 logic would work. He needs a weapon who's primary fire works untill the secondary fire is used. Then the weapon is disabled, both primary and secondary.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sun, 01 Sep 2002 15:23:00 GMT  
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well then flashcar1 u make maps then? well, how about a death match map in a gdi ion cannon satilite? then a huge huge huge huge huge huge.... welll u get the message, aircraft carrier death match map also? we will come up with others by e mail ok?now, about that knife..... that is an interesting concept.... has anyone here had any experiance with this kind of weapon before?

[ September 01, 2002, 15:23: Message edited by: iamalaser ]

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Subject: new viechles mod

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Posted by [Anonymous](#) on Sun, 01 Sep 2002 15:24:00 GMT

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geeze.... that knife is a tough melon scratcher....

---

Subject: new viechles mod

Posted by [Anonymous](#) on Mon, 02 Sep 2002 11:06:00 GMT

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look at pycoarmy's mod. he made gernades. the hand throws em

---

Subject: new viechles mod

Posted by [Anonymous](#) on Mon, 02 Sep 2002 17:18:00 GMT

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could u give me a link?

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Subject: new viechles mod

Posted by [Anonymous](#) on Wed, 04 Sep 2002 13:55:00 GMT

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and oops, no the hand doesnt throw it. i thought it did.

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Subject: new viechles mod

Posted by [Anonymous](#) on Thu, 05 Sep 2002 00:50:00 GMT

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so is there anyone else with the skill to join??

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Subject: new viechles mod

Posted by [Anonymous](#) on Thu, 05 Sep 2002 00:51:00 GMT

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oh and i solved the knife problem....2 knives!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!select 1 to throw 1 to stab!!

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Subject: new viechles mod

Posted by [Anonymous](#) on Fri, 06 Sep 2002 15:18:00 GMT

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sat, 07 Sep 2002 09:40:00 GMT  
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Subject: new viechles mod  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 15:51:00 GMT  
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...

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Subject: new viechles mod  
Posted by [Anonymous](#) on Fri, 20 Sep 2002 16:00:00 GMT  
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Subject: new viechles mod  
Posted by [Anonymous](#) on Wed, 25 Sep 2002 14:27:00 GMT  
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should i just let this mod die?

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Subject: new viechles mod  
Posted by [Anonymous](#) on Thu, 26 Sep 2002 09:29:00 GMT  
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No i don't think u should let it die.i COULD help u but i don't have the skill.

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Subject: new viechles mod  
Posted by [Anonymous](#) on Sat, 28 Dec 2002 13:05:00 GMT  
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moving up to recent after a year.....

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Subject: new viechles mod

Posted by [Anonymous](#) on Sat, 28 Dec 2002 23:42:00 GMT

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My two ideas that you seem to have stumbled on, which I will not allow anyone to take are as follows:  
Fiddler tank: A tank based after the fiddler crab, it is a walker on land and a glider underwater. has a arm with powerful gatt guns on it, the other arm is a sensitive grasping device.  
Wasp: A soldiar with a crazy ass rocket launcher system strapped to him that fires out 20 deadly seeker missles. aka the hunter seeker infantry.

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Subject: new viechles mod

Posted by [Anonymous](#) on Sun, 29 Dec 2002 10:15:00 GMT

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I can help with the maps, I could do a mountain deathmatch or something. (I already started it)  
But, I am currently working on another mod with Laubi. So, e-mail me at  
[Maytridy@rochester.rr.com](mailto:Maytridy@rochester.rr.com) I am leaving for vacation tonight, so I will be gone for a lil' while.

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