
Subject: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Jaspah](#) on Mon, 30 Jan 2006 23:16:11 GMT
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This is a very cool mod I'm looking forward to. If any of you guys have played Savage: Battle for Newerth it captures the same gameplay. Basically theres one commander who constructs a base and all the other players duke it out C&C style.

Very cool.

Halfife2.netThe highly-anticipated Empires mod has just released a video showing 8 minutes of in-game death and destruction on their forums (no sound, unfortunately). Pitching two of the titular Empires against each other in a no-holds-barred RTS/FPS combat orgy, the mod casts one player on each team as the general of his army, commanding his team-mates from an RTS interface while they run around in first-person. Somewhat of a rarity among mods, Empires has more bite than bark - the progress the team have made towards a release-ready playable version of the game far exceeds the hype generated.

You can download the video in WMV format [here](#) or by clicking on the Empires logo. Note that the pictures shown above are not new media - the video's the important thing. Like what you see? Check out the Empires mod website.

Empires Mod TeamThis is only a teaser from a recent testing session. We're going to create a better video showing all levels, coordinated attacks, and more action. There are also some bugs evident in this video. For example, the vehicle weapons were very underpowered in this version against infantry which is why the tanks have trouble killing the soldiers running around. The driver even jumps out of his vehicle to kill with his SMG at one point.

And Renegade Alert said it couldn't be done...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Mad Ivan](#) on Mon, 30 Jan 2006 23:23:23 GMT
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nice mod

i had a few ideas about a CnC-related HI2 mod, simmilar to that, except there was more FPS to it then RTS. They`re still just lying arround my hd...just cant find people that are willing to work on

my idea...guess i aint much of a modder anymore...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [rm5248](#) on Mon, 30 Jan 2006 23:58:45 GMT
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Oooo, this looks nice. I'll have to get HL2 for this.

I was really hoping that somebody would come out with a game like this sometime... It's a really cool idea.

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Dr. Lithius](#) on Tue, 31 Jan 2006 00:05:13 GMT
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So it's like Natural Selection, then?

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Jaspah](#) on Tue, 31 Jan 2006 00:10:30 GMT
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Dr. Lithius wrote on Mon, 30 January 2006 19:05So it's like Natural Selection, then?

There's a commander mode in Natural Selection? I never noticed it...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [icedog90](#) on Tue, 31 Jan 2006 00:15:38 GMT
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The link for the video is dead...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [JRPereira](#) on Tue, 31 Jan 2006 00:23:05 GMT
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dayam!

that is one great looking mod.

(although, I can't wait til Savage 2 is released, it also looks awesome)

Quote:And Renegade Alert said it couldn't be done...

They say a lot of things. The trick is to not pay any attention to them.

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Sir Phoenixx](#) on Tue, 31 Jan 2006 00:27:23 GMT
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Quote:And Renegade Alert said it couldn't be done...
No we didn't...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Jaspah](#) on Tue, 31 Jan 2006 00:41:38 GMT
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Sir Phoenixx wrote on Mon, 30 January 2006 19:27Quote:And Renegade Alert said it couldn't be done...
No we didn't...

Did you not say you were moving to BF2 because Half-Life 2 lagged? Hah!

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Kamuix](#) on Tue, 31 Jan 2006 00:52:18 GMT
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I've got HL2. I can't wait for this mod. But there was a diffrence considering HL2's lag was based on Segments.

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [DreamWraith](#) on Tue, 31 Jan 2006 03:18:33 GMT
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j4S[p wrote on Mon, 30 January 2006 18:41]Sir Phoenixx wrote on Mon, 30 January 2006 19:27Quote:And Renegade Alert said it couldn't be done...
No we didn't...

Did you not say you were moving to BF2 because Half-Life 2 lagged? Hah!

Regardless of why they switched, Source is not nearly as conducive to modding as was half-life.

Add steam into the mix... and well...

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Aircraftkiller](#) on Tue, 31 Jan 2006 04:34:22 GMT
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Quote:And Renegade Alert said it couldn't be done...

Where did anyone say that?

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Dr. Lithius](#) on Tue, 31 Jan 2006 05:34:54 GMT
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j4S[p wrote on Mon, 30 January 2006 17:10]Dr. Lithius wrote on Mon, 30 January 2006 19:05So it's like Natural Selection, then?

There's a commander mode in Natural Selection? I never noticed it...Well, it's called a Commander Chair for a reason, ya know. Chances are, you just play on Combat Performance Only servers. These servers only play CO_* maps which are straight combat maps that let the player level up and gain more abilities depending on how well they fight. Commander Chair mode(NS_* maps) lets one person take the Commander Chair and make and command squads to build Resource Towers and defenses, can drop supplies like Jetpacks and Shotguns, and other things like that. I've never once played as the Commander due to being a chicken-shit about being bitched at for not doing something right, though. I guess it works a little like Battlefield 2's Commander Mode, though.

Subject: Re: OT: Awsome HL2 Mod RTS/FPS Hybrid!
Posted by [Jaspah](#) on Tue, 31 Jan 2006 20:13:09 GMT
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Dr. Lithius wrote on Tue, 31 January 2006 00:34j4S[p wrote on Mon, 30 January 2006 17:10]Dr. Lithius wrote on Mon, 30 January 2006 19:05So it's like Natural Selection, then?

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Interesting. I'll have to try that.
