Subject: A new mod in the comunity
Posted by BogdanV on Tue, 12 Jun 2007 15:21:47 GMT
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 Hello there ! Some of you might now me from here at CnC-Source and APB as BogdanV. Well

anyway, probably, quite a few know that I'm the leader of a new project/mod for Renegade that

aims at creating a "what if" scenario of RA2's Allied victory going to TD after the Soviet's

last struggle to reconquer the USA after their defeat in RA2. And since this mod's objective

is to unite the RA storyline (including RA2) with the Tiberian one, my thought was to call it

simply   "Renegade2 Mod" . Maybe the title doesn't sound too exciting, but it is just a

placeholder for the final title of the mod. To keep things as simple as possible, here's a

small FAQ to respond to some of your possible questions (if you still have any other

questions/comments, please post them openly) :

Q1 : What is your mod about (like background story) ?
A1 : This mod is positioned a few years after the aftermath of RA2. The world is

in ruin due to the scale of the war, and most of the world's countries are ruined

economically. The Allies are victorious and Alexander Romanov is trialled and executed at UN's

Court of War decision. It has been decided that the next soviet leader that will act as a

puppet ruler will be a man publicly known only as Kane. As this happens, Romanov's son,

Evgeniy, is marked by his father's fate and wants revenge. Kane wants to create a new

organization, more appeasing for the masses, to control the entire planet and for this, the

failed image of socialism must be dismantled and replaced with a new, similar doctrine,

something near to the masses, a Brotherhood. But to achieve this, both the Allies and the

current USSR must be eliminated. Especially the Soviet Union. Knowing Evgeniy's desire to

avenge his father, Kane exploits this and secretly helps him to launch a massive invasion on

US soil. And this is how the Fourth World War begins ! The full story can be read at the mod's

ModDB profile at : Renegade2 Mod ModDB

Profile

Q2 : With such a detailed story, will there be something like a Single Player for this mod ?

A2 : Hopefully, yes. If most of you want this mod to be developed, then we will probably look on making a Single Player too. But right now, a Multiplayer only version is intended.

Q3 : Where can I see more of your mod ?

A3 : Currently, the ModDB is the only page depicting what has been currently done, but hopefully, a site for the mod will be launched, to make things easier for you and us.

Q4 : I like your mod. How can I help your project ?

A4 : If you are good at anything that is involved in the process of making a mod (like modeling, texturing, skinning, coding, etc.), please PM me or contact me via e-mail at "vitelb1@yahoo.com" .

Q5 : I'm not good at moding, but I really want to help you and I don't know how. Is there anything I can do ? Please tell me !

A5 : Sure there's something you can do and it would really help us a lot if you'd do this ! To help us, please spread the word about us to everyone ! A mod that isn't known is a dead mod. Please spread the word about the mod in the community if you want to help us make this mod so that we can all enjoy it !

And here are some renders of our work, from our ModDB profile :

Soviet Iron Curtain :

Allied Barracks interior :

Soviet Office Building (will be used as a HQ maybe) :

Civilian Refinery (RA2 building) :

Libyan Demolition Truck :

Allied Missile Silo (as seen in the RA2 intro) :

Also, if you like our mod, please visit another mod that is in development, Apocalypse

Rising, with which Renegade2 Mod is merged : Apocalypse Rising .

Thank you for your time to read this. Support the community; help our mod !

Subject: Re: A new mod in the comunity
Posted by Yrr on Tue, 12 Jun 2007 15:42:28 GMT
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I stopped reading the text about 'Renegade2' mod when I saw that it is not based on a war
between Nod and GDI. I dislike RA

Subject: Re: A new mod in the comunity
Posted by Viking on Tue, 12 Jun 2007 15:47:27 GMT
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HEY FUCK YOU RED ALERT IS THE BEST!!!!

Subject: Re: A new mod in the comunity
Posted by Yrr on Tue, 12 Jun 2007 15:50:45 GMT
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Viking wrote on Tue, 12 June 2007 17:47HEY FUCK YOU RED ALERT IS THE BEST!!!!

Command and Conquer is not Command and Conquer without Nod and GDI.

Subject: Re: A new mod in the community
Posted by Viking on Tue, 12 Jun 2007 16:15:54 GMT
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IT IS NOT C&C WITHOUGHT A DEMO TRUCK! Anyway you could just play A Path Beyond?

Also its "community" kthxbai

Subject: Re: A new mod in the comunity
Posted by IronWarrior on Tue, 12 Jun 2007 16:42:43 GMT
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Hmm, I see a problem with your story line.

Brotherhood of Nod has always been around, your story line is saying it wasnt as "Kane" wants to create a new group.

Subject: Re: A new mod in the comunity
Posted by Oblivion165 on Tue, 12 Jun 2007 16:50:15 GMT
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Yrr wrote on Tue, 12 June 2007 11:50Viking wrote on Tue, 12 June 2007 17:47HEY FUCK YOU RED ALERT IS THE BEST!!!!

Command and Conquer is not Command and Conquer without Nod and GDI.

That's gayfer tiberian sun crap, C&C is all about the ww2 style battles. I didn't even like Ra2 that much because it strayed too far from the real c&c storyline/style.

Subject: Re: A new mod in the comunity
Posted by BogdanV on Tue, 12 Jun 2007 19:25:47 GMT
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 Well, I'm aiming at bringing RA2 towards C&C. And anyway, in RA2, Kane was nowhere. It was in RA1, but since on the Allied ending, Westwood decided to split the storyline and go to RA2, any trace of Nod was lost. Also, in TD, the fact that the Brotherhood of Nod always existed was considered a rumor. In the GDI campaign, EVA briefs you about this faction and it tells you that its only a terrorist organization with strong ties to Third World countries. And if we say that from RA1 comes TD, then we must consider the fact that Kane went back in time to change the tide of war and form the Brotherhood of Nod, so, before TD, there was only Kane. No Nod, no GDI, only Kane. So, the fact that Kane was put soviet leader is a fact that doesn't go into contradiction with anything except reality. Also, this mod involves Nod and GDI because, after the end of RA2, as in TD's briefings, from orders of the United Nations, GDI is formed and the Allies are put into second place. Practically what happens in my story is that most West European states adhere to the GDI while the US is still hesitant. Eventually, the Reds invade the US and start pounding the Americans big time. Also, since Kane wants to end the Soviet Union and build on its ashes the Brotherhood of Nod and not make the soviets too powerful, he forms a secret group of people trained under Kane's vision that were to become the 1st ever Blackhand brigades. These brigades were to make shure that the soviets are dealing great damage to the americans but not too much. Obviously, the reds didn't knew a thing. Eventually, Kane would stop all funding to the Romanov Son's soviet army and send a blackhand commando to eliminate the soviet renegade.
  So, this mod will contain both GDI and Nod (represented by the Blackhand) as well as RA2

America. For exact information of the storyline, please check my mod's ModDB profile page (the link is in the 1st post).

Subject: Re: A new mod in the comunity
Posted by OWA on Tue, 12 Jun 2007 19:51:33 GMT
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This is a very well planned and thought out mod. It has had RA2: Apocalypse Rising's backing for a while now. I expect this will turn out very well.

Subject: Re: A new mod in the comunity
Posted by Zion on Tue, 12 Jun 2007 20:45:15 GMT
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Here here.

Subject: Re: A new mod in the comunity
Posted by wittebolx on Wed, 13 Jun 2007 13:46:29 GMT
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Yrr wrote on Tue, 12 June 2007 17:50Viking wrote on Tue, 12 June 2007 17:47HEY FUCK YOU RED ALERT IS THE BEST!!!!

Command and Conquer is not Command and Conquer without Nod and GDI.

thrue, C&C without nod and gdi isnt C&C