Subject: [models]Generals units for Ren
Posted by nodelites on Wed, 18 Jul 2007 20:51:23 GMT
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As the title suggests, I will post completed generals units for play on renegade. Not long ago i figured out how to transfer generals units to renegade succesfully. Now i want to spread the joy. Here I will post downloads for completed units as i finish them.

To start things off I have a fully functional, working, textured Troop crawler ready for download. But becase being unarmed & looking defenseless asks for suicide in renegade, i have "NODified" it a bit, while keeping its look. Please enjoy.

```
File Attachments
```
1) Troop_Crawler_Nod.rar, downloaded 203 times

Subject: Re: Release Thread
Posted by jamiejrg on Wed, 18 Jul 2007 21:23:55 GMT
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This is totaly not legal.

Subject: Re: Release Thread
Posted by nodelites on Wed, 18 Jul 2007 21:39:48 GMT
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ther not the exact sam meshes if you bother to look, there personlized >> I recreate them in a new mesh, i only use the orignals as a resource(size tread shape,etc).

Subject: Laser Crusader
Posted by nodelites on Wed, 18 Jul 2007 21:44:11 GMT
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Here is a the Laser Crusader from Zero Hour. Textured, modeled, boned.

```
File Attachments
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1) Laser Crusader.rar, downloaded 163 times

Subject: Re: Release Thread
Posted by OWA on Thu, 19 Jul 2007 01:09:48 GMT
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Join the Scud Storm Team...

Subject: Reedemer Artillery
Posted by nodelites on Thu, 19 Jul 2007 15:54:45 GMT
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I am kinda glad of this one. The Reedemer is basiclly a portable artillery unit. (but it looks dang good in the w3d viewer)

As the war with nod drug on NOD starting fleeing into the moutains where GDI's tanks could not go. frustrated with the constant raids on there infantry by nod buggys & apc's, GDI developed the reedemer to bring the firepower to nod wherever they ran. The Reedemers mobility combined with its heavy howiziter proved to be a valuble asset to GDI, which are now begining to mass produce it.

```
File Attachments
1) Reedemer.rar, downloaded 147 times
```

Subject: Re: Release Thread
Posted by [NE]Fobby[GEN] on Thu, 19 Jul 2007 15:56:03 GMT
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Scud Storm team is dead, man   Their mod was just an internal beta released before they quit the mod.

Subject: Re: Release Thread
Posted by Sn1per74* on Thu, 19 Jul 2007 16:00:40 GMT
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[NEFobby[GEN] wrote on Thu, 19 July 2007 10:56]Scud Storm team is dead, man   Their mod was just an internal beta released before they quit the mod.
Somebody started it back up I believe.

Subject: Re: Release Thread
Posted by SWNight on Thu, 19 Jul 2007 18:38:05 GMT
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Yeah, someone started it back up.

Subject: Aurora

Posted by nodelites on Fri, 20 Jul 2007 19:40:12 GMT
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The Aurora Plane from the USA. i changed some things when i reconsructed the model, but the
textures still work fine. I havent tested this ingame yet so please let me know if theres any bugs.

File Attachments
1) Aurora.rar, downloaded 145 times