
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 because 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 153 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 originals 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

1) [Laser Crusader.rar](#), downloaded 119 times

Subject: Re: Release Thread
Posted by [OWA](#) on Thu, 19 Jul 2007 01:09:48 GMT
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Subject: Redeemer 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 Redeemer is basically a portable artillery unit. (but it looks dang good in the w3d viewer)

As the war with nod drag on NOD starting fleeing into the mountains where GDI's tanks could not go. frustrated with the constant raids on their infantry by nod buggys & apc's, GDI developed the redeemer to bring the firepower to nod wherever they ran. The Redeemers mobility combined with its heavy howitzer proved to be a valuable asset to GDI, which are now beginning to mass produce it.

File Attachments

1) [Redeemer.rar](#), downloaded 105 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 100 times
