
Subject: Renegade 2 FPS

Posted by [JPNOD](#) on Sun, 23 Sep 2007 15:39:07 GMT

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If Renegade 2 was to come what would it have to be like:

Me: It should be based on Red Alert.

Why a Red Alert Based FPS? Because I had a great time playing Ren Alert and I think that it would be a perfect sequel to Renegade. And refreshing.

C&C Mode: Not much to add. Just like Renegade only then it would be Sov's vs Allies. 2 teams would be playing up to 64 players. Both teams have there strength and weakness.

C&C Mode COOP: C&C mode would still exist, only you could pick various side's instead of just the Nod/GDI. You can pick an Allegiance which has a specialty. Just like in Red Alert 2 where the Soviets and Allies both have total different weapons like Nod and GDI. But if you pick a side which is part of Soviets/Allies this side will have a specialty when it comes to weaponry.

2v2: The Map would have 4 bases: 2 teams would fight together against 2 other teams. The only condition for this is. That each team can either be Soviet or GDI. So you can't be Soviet and France for example you would have to be on the same side and fight under the same flag.

Realization:

4 Bases with 4 harvesters and what not. shouldn't be a problem for future PC's as with the upcoming Quad core's Octo core's I think this is a perfect example of making use each core for one base AI.

Each side should be limited to have 16 Players, so basically it would be 32 players under the Soviet Flag (for example Ukraine and Sovs) vs 32 (France and UK). Making it up to 64 players.

So why not just Soviets vs Allies: Well, because I think having 2 sides vs 2 sides would make things a lot more interesting as people would have to Teamwork in order to win. If one side has lets say: arty's) and one side lights. The teams will have to work together to take the field. This is just an poor example of the idea.. as I would assume a team has lights and arts standard.

C&C Sniper:

Because of the Sniper fest in Renegade I'd say make couple of maps which are build for rong range sniping.. put in Tanya and Einstein for example.

Super weapons: Nuke/ Ion cannon should in.

Destroyers/cruisers/subs and whatnot.

Online play: a integrated TS feature and a Anti cheat should be delivered with the game.

As for anything else I might have forgotten..

Al I can say when I wrote this was:

Daydream I fell asleep beneath the flowers For a couple of hours what a beautiful day

Opposite Idea was based on Tiberian Sun, but this one first.

Discuss.

Subject: Re: Renegade 2 FPS
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:41:19 GMT
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Havoc's death duh, they never explained how he died or was killed, all we know is he died and theres a huge freakin statue of him in command and conquer 3. I think the game should be from tiberium sun to the third tiberium war and show how havoc kicked the bucket, or be based off cnc3 with some new main character. Having the scrin playable would be awesome.

Subject: Re: Renegade 2 FPS
Posted by [BoMbZu](#) on Sun, 23 Sep 2007 15:43:45 GMT
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Some features what I was thinking about were:

- Improved graphics (ofcourse)
- Promotable units (just like in all rts)
- Commander like features (no basebuilding , just coordinating)
- Ingame VOIP
- Weather effects
- Purchaseable upgrades for the team (F.E armoured pierced bullets stuff like that)

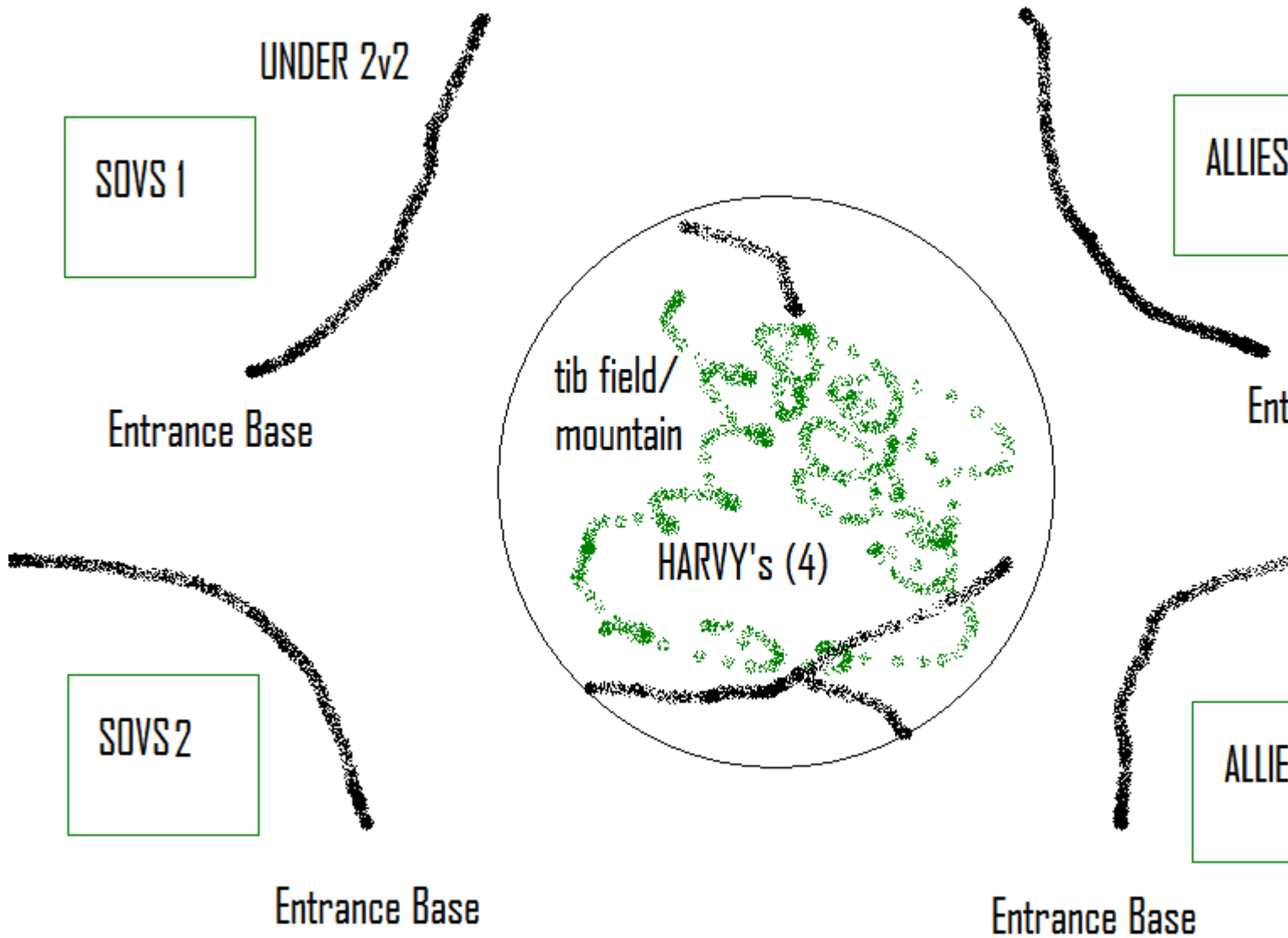
Personally I hope they keep it in the Tiberium universe But redalert would be cool too

Subject: Re: Renegade 2 FPS
Posted by [JPNOD](#) on Sun, 23 Sep 2007 15:46:15 GMT
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Idea worked out in paint

File Attachments

1) [ren_2.PNG](#), downloaded 408 times



Subject: Re: Renegade 2 FPS
Posted by [Ethenal](#) on Sun, 23 Sep 2007 15:49:08 GMT
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JPNOD wrote on Sun, 23 September 2007 10:46Idea worked out in paint

Personally I would hate that, I like having maps that have design to them, with areas for vehicles to fight, and areas for infantry, not just a big whorefest in the center of the map.

Subject: Re: Renegade 2 FPS
Posted by [rm5248](#) on Sun, 23 Sep 2007 15:55:27 GMT
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JPNOD wrote on Sun, 23 September 2007 10:39If Renegade 2 was to come what would it have to be like:

Me: It should be based on Red Alert.

Why a Red Alert Based FPS? Because I had a great time playing Ren Alert and I think that it would be a perfect sequel to Renegade. And refreshing.

You know, technically that would be a prequel to the game, even though it would come out later.

Subject: Re: Renegade 2 FPS

Posted by [luv2pb](#) on Sun, 23 Sep 2007 15:55:29 GMT

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If you have been reading there appears to be a chance we will see a Renegade 2 out of EA yet.

Subject: Re: Renegade 2 FPS

Posted by [JPNOD](#) on Sun, 23 Sep 2007 15:59:29 GMT

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luv2pb wrote on Sun, 23 September 2007 11:55If you have been reading there appears to be a chance we will see a Renegade 2 out of EA yet.

I know, the point of this post is to bring in your idea on what Renegade should be like. Not wheter it will come out or not. Perhaps EA reads some of the posts and kicks in some of the idea's. isn't EA dedicated to the C&C Fans?..

Lets say you have a great idea for a Renegade 2.. bring it in instead of speculating wheter it comes out or not.

Subject: Re: Renegade 2 FPS

Posted by [BoMbZu](#) on Sun, 23 Sep 2007 16:13:34 GMT

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JPNOD wrote on Sun, 23 September 2007 17:46Idea worked out in paint

masterpiece

Subject: Re: Renegade 2 FPS

Posted by [Carrierll](#) on Sun, 23 Sep 2007 16:14:46 GMT

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I think that having more than two sides would be good. Some sort of Nod Vs GDI Vs Scrin thing.

Except, it's probably impossible to make a map where a 1 v 1 v 1 won't become a 2 vs 1 until the 1 dies.

Subject: Re: Renegade 2 FPS

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Sep 2007 16:22:55 GMT

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All I want is a Renegade-styled C&C mode with no cheap Bf2-style superweapons, no rebuildable main structures, and small maps with a lot of action (like Field).

Subject: Re: Renegade 2 FPS

Posted by [cmatt42](#) on Sun, 23 Sep 2007 17:19:57 GMT

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AoBfrost wrote on Sun, 23 September 2007 10:41 Havoc's death duh, they never explained how he died or was killed, all we know is he died and theres ahuge freakin statue of him in command and conquer 3. I think the game should be from tiberium sun to the third tiberium war and show how havoc kicked the bucket, or be based off cnc3 with some new main character. Having the scrin playable would be awesome.

No, Havoc is still alive during the events of C&C3. It was said in the intellegence database somewhere that he complained about GDI going from the awesome Mammoth MK II to the weak MK III.

Also, Kane's Wrath is supposed to cover the events between TS and C&C3.

Subject: Re: Renegade 2 FPS

Posted by [Oblivion165](#) on Sun, 23 Sep 2007 17:28:21 GMT

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I just want C&C to get away from all this extreme science fiction and get back to the Red Alert Retaliation way of life. Not any of that crappy RA2 stuff either, real Red Alert.

Subject: Re: Renegade 2 FPS

Posted by [Lone0001](#) on Sun, 23 Sep 2007 17:41:28 GMT

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I like the RA2 idea except I think it should be based on RA2 Yuri's Revenge and have a third team I would love to have the yuri prime and control some vehicles and if that 2vs2 does happen there should still be 1v1 for people with slowing computers not everyone can afford quad core(though it might be a bit cheaper by the time this comes out).

Subject: Re: Renegade 2 FPS
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 18:40:08 GMT
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CarrierII wrote on Sun, 23 September 2007 12:14I think that having more than two sides would be good. Some sort of Nod Vs GDI Vs Scrin thing.

Except, it's probably impossible to make a map where a 1 v 1 v 1 won't become a 2 vs 1 until the 1 dies.

Thats why certain maps would be gdi vs nod, nod vs scrin, gdi vs scrin, so it's not 2 vs 1 or 1 vs 1 vs 1, just two teams but different teams based upon different maps.

Subject: Re: Renegade 2 FPS
Posted by [Goztow](#) on Sun, 23 Sep 2007 21:01:52 GMT
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There's one good reason why Ren 2 should be set in the C&C3-area: to make it sell. C&C3 is popular now, its expansion packs (there should be more than one) will be popular and people will love jumping to the FPS-side of it.

Except a smaller group, noone remembers RA2. If they just put Kane on the renegade 2 box, it'll sell like hell .

Subject: Re: Renegade 2 FPS
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 21:04:01 GMT
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Lol it would be soo funny if renegade 2 is just command and conquer 3 missions made into a fps game, alot of missions you start with 1 commando and do serious damage with him/her it would fit renehade style of game play where you go and take down an entire base single handed.

Subject: Re: Renegade 2 FPS
Posted by [trooprm02](#) on Sun, 23 Sep 2007 22:53:43 GMT
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CarrierII wrote on Sun, 23 September 2007 11:14I think that having more than two sides would be

good. Some sort of Nod Vs GDI Vs Scrin thing.

Except, it's probably impossible to make a map where a 1 v 1 v 1 won't become a 2 vs 1 until the 1 dies.

Hell No. The main reason I don't like C&C3, is because of this new "faction". You do realize they did it to gain attention before its release? "Yes, we do have a SECRET new faction, buy to see". Thats gay, this scrin shit comes out of nowhere. Nod and GDI only please

Subject: Re: Renegade 2 FPS

Posted by [Ryu](#) on Sun, 23 Sep 2007 23:32:35 GMT

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Don't you think Westwood wanted to add the Scrin factor to the game?

Scrin isn't a stupid side for money, I mean, What Tiberium can do is awesome, And if the Scrin put some on earth to kill us all of, Then yeah, They want Earth for themselves, lol.

Think about this stuff before you make stupid comments troop.

Think 1st, speak 2nd.

Subject: Re: Renegade 2 FPS

Posted by [Oblivion165](#) on Mon, 24 Sep 2007 02:41:55 GMT

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I hate scrin.

They don't fit in the universe at all, just like troop says. Terrible design, terrible plot, terrible idea.

Subject: Re: Renegade 2 FPS

Posted by [AoBfrost](#) on Mon, 24 Sep 2007 02:49:12 GMT

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You cant really say the scrin suck or are better than gdi/nod, really all 3 teams are equal in their own ways, they just look different and have other slight differences, but when you come to the end, they are really the same

Big dang freakin freakin veh

GDI:mammoth tank

Nod:Avatar

Scrin: Tripod

The mammoth tank cannot shoot upward at targets on hills or below at targets below them, but they shoot missiles for anti air and more power, the avatar is as powerful as the mammoth in terms of vehicle class, but also has juggernaut like qualities being able to shoot up and down on cliffs or below cliffs. And the tripod can shoot multiple targets at once doing massive damage, and can combine with buzzers to take down infantry easily.

Subject: Re: Renegade 2 FPS
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 24 Sep 2007 03:02:51 GMT
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I just think the whole "Aliens attack earth" idea has been overdone too many times.

Subject: Re: Renegade 2 FPS
Posted by [Oblivion165](#) on Mon, 24 Sep 2007 03:17:10 GMT
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That's my whole problem with the plot. There are a billion other planets just like earth out there and any civilization that has advanced to the point of intergalactic space travel would know the same.

They are using the same ol' stuff from the original 1950's war of the worlds and countless other films.

@frost I have no problem with the balance, it's the lack of needing a third faction of its type and the lack of variation in design. The original Red Alert had it correctly, basically the same technology but each faction had its own specialization. Red Alert 2 had a nice groove building on that with country specific specialization but the Scrin fail. They have no business being in the C&C universe.

Subject: Re: Renegade 2 FPS
Posted by [Goztow](#) on Mon, 24 Sep 2007 06:38:59 GMT
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Scrin was introduced in Tiberian Sun. It was meant to be in C&C3.

Subject: Re: Renegade 2 FPS
Posted by [Oblivion165](#) on Mon, 24 Sep 2007 06:48:01 GMT
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Even so, Tiberian sun should have never seen the light of day either.

Subject: Re: Renegade 2 FPS
Posted by [Blazer](#) on Mon, 24 Sep 2007 07:36:06 GMT
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Doesn't really matter, since they will make it however they want (if they even make one), without our input.

Subject: Re: Renegade 2 FPS
Posted by [Jecht](#) on Mon, 24 Sep 2007 08:42:15 GMT
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I thought Tiberian Sun was a good game. It had a grim apocalyptic feel to it that to me, other games strive for but fail miserably at.

Subject: Re: Renegade 2 FPS
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 13:35:05 GMT
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You know whats funny about tiberian sun? It seemed 500x times more advanced in technology than it is in the third tiberium war, then when you look, they werent, the mammoth tank was crap and hecka slow, they had to replace it with the older fashion btu with new technology. They redid the juggernaut to have special powers which in the end did help alot. We have zone troopers now which are as strong as vehicles. And we have sonic emmiters.

Subject: Re: Renegade 2 FPS
Posted by [Ghostshaw](#) on Mon, 24 Sep 2007 13:37:37 GMT
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Except that mummies were 10 times stronger then the new ones and we lost disruptors and btw the ghost stalker was easily as strong as any tank...

-Ghost-

Subject: Re: Renegade 2 FPS
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 13:46:35 GMT
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Ya, but he was the commando of the game, the commando's in cnc3 are good too, bu their more for infantry killing and building, they dont do too good against vehicles, maybe weak ones, but not something like a scorpion tank, they would get owned. Plus now we have trooper squads, you can mass 10-20 of them and own anything except air. I think shock troopers are the best, they can teleport, and attack ground/air with alot of power.

Subject: Re: Renegade 2 FPS
Posted by [sharra](#) on Mon, 24 Sep 2007 22:04:16 GMT
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i like jnod ides and who ever said upgrading like armer piercing bullets and stuff upgrade armer like for sniper guy he can say upgrade is camo gear and rifle or rifle ammo but can only have 2 upgrades at a time and some way to bring guys back to life a medic get a medic in there

Subject: Re: Renegade 2 FPS
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 24 Sep 2007 22:12:34 GMT
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Well the Scrin, although introduced in Tiberian Sun, were never supposed to be their own faction. They were planned to have some influence in Tiberian Twilight, but the 3rd faction was supposed to be Cabal. I liked Command & Conquer 3's direction before the Scrin show up, because the "aliens attacking earth" idea has been overdone.

The thing I liked most about Tiberian Sun was the atmosphere. The game created this fictional war set in the future that seemed so real. There's a lot of back story and story tid-bits, which made me love the game. It didn't have anything too weird either, despite having mechs and the works.

I've always liked the Tiberium part of the series more than Red Alert, simply because the idea of "Russians vs The World" has been done too many times in games, movies, books, etc.

Even though I do have my own gripes about Command & Conquer 3, I think an FPS based on it would still be a thrilling and worth-while experience

Subject: Re: Renegade 2 FPS
Posted by [cmatt42](#) on Mon, 24 Sep 2007 22:51:26 GMT
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[NEFobby[GEN] wrote on Mon, 24 September 2007 15:12]I liked Command & Conquer 3's direction before the Scrin show up, because the "aliens attacking earth" idea has been overdone. It's more than that. Tiberium was seeded so they could harvest it when it was "ready" to be harvested. What they didn't expect is that the humans thrived and even used it as a source of funds, etc. Kane prematurely summoned the Scrin using the data in the Tacitus to create a Tiberium explosion that usually signaled that the Tiberium was ready for harvesting. So the Scrin were just like, "Eh, screw it, get rid of the indigenous species and harvest the Ichor at the same time. That shouldn't be too hard." But the humans proved them wrong anyway.

Not your classic "lolinvasion" story.

Subject: Re: Renegade 2 FPS
Posted by [sharra](#) on Mon, 24 Sep 2007 23:05:09 GMT
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cmatt42 wrote on Mon, 24 September 2007 17:51|NE|Fobby|GEN] wrote on Mon, 24 September 2007 15:12|I liked Command & Conquer 3's direction before the Scrin show up, because the "aliens attacking earth" idea has been overdone.
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Not your classic "lolinvasion" story.
ya i like that aproche evn thugh i hate the scrin they suck (say for the mother ship)

Subject: Re: Renegade 2 FPS
Posted by [OWA](#) on Tue, 25 Sep 2007 01:16:50 GMT
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|NE|Fobby|GEN] wrote on Mon, 24 September 2007 23:12
I've always liked the Tiberium part of the series more than Red Alert, simply because the idea of "Russians vs The World" has been done too many times in games, movies, books, etc.

RA2 > World in Conflict (blatant stealage)

Subject: Re: Renegade 2 FPS
Posted by [Starbuzz](#) on Tue, 25 Sep 2007 01:19:02 GMT
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One Winged Angel wrote on Mon, 24 September 2007 20:16|NE|Fobby|GEN] wrote on Mon, 24 September 2007 23:12
I've always liked the Tiberium part of the series more than Red Alert, simply because the idea of "Russians vs The World" has been done too many times in games, movies, books, etc.

RA2 > World in Conflict (blatant stealage)

Ya and I don't think we can play as the Russians in WIC. The good thing about WIC is that you get to use realistic late 80's Cold War era weapons. That is cool because there is only a few RTS games where you get to use real world weapon systems.

We had the Real War: Land, Air, Sea (and Real War: Rogue States) RTS games that gave you that ability to use real world weapon systems but that game was a major screwup.

Subject: Re: Renegade 2 FPS

Posted by [PlastoJoe](#) on Tue, 25 Sep 2007 02:07:54 GMT

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One Winged Angel wrote on Mon, 24 September 2007 20:16|NE|Fobby|GEN| wrote on Mon, 24 September 2007 23:12

I've always liked the Tiberium part of the series more than Red Alert, simply because the idea of "Russians vs The World" has been done too many times in games, movies, books, etc.

RA2 > World in Conflict (blatant stealage)

Mmm...not really. A Soviet invasion has been fodder for entertainment for more than 20 years. Think Red Dawn (1984) and Red Storm Rising (1986). The first Soviet mission of RA2 is even called Operation: Red Dawn.

Subject: Re: Renegade 2 FPS

Posted by [Chuck Norris](#) on Tue, 25 Sep 2007 04:16:24 GMT

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I'd like a 2v2 idea, but it would have to be more than just one team versus the other with two bases per side. There'd have to be limits place on those two allies that they'd normally have as a team. For example, you couldn't buy characters or anything at their base. You couldn't hear their radio commands either, so screaming "Defend the base" wouldn't let your ally hear it. Good idea, but it just equals the same thing we have now, one team versus the other, but with two bases. There'd have to be limits between the allies for the reason of making them seem like seperate entities to make it really feel like it was two teams verus two teams, and not one verus another with two bases per side. Maybe give each team something unique or something, I don't know. I just know you'd have to do something to make it feel like 2v2 and not 1v1 with two bases per side.

The 1v1v1 idea is nice, but it wold become 2v1 alot. Maybe make maps with a base per all three teams, and the game randomly "discludes" one at the start and puts players on the other two, so it could end GDI vs NOD, or Scrin vs GDI, whatever the game decides (of course the server should be able to override this to choose, should they, say, want to disclude Scrin at all).
