
Subject: New Mod - Fist Of Fate

Posted by [Genocide](#) on Mon, 05 Jan 2004 10:00:10 GMT

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Fist Of Fate is a non C&C Mode mod and is based in the Medieval/Mythological periods, along with new additions from us (the small team) , features such things as Maces, Swords, Magic,

I am trying my hardest to get our mySQL database up so I can start a community I will keep you all posted and I hope you feel a little happier.

Basic Shield:

Throwing Blade:

Crossbow:

Archery Range:

Team Flags:

Armour Powerups:

Ballista:

Catapult:

Elite Shield

Looking Tower;

Holy Hand Grenade!

Longbow:

Petrol Bomb.

PLEASE NOTE THAT THEY ARE VERSION 1.0 OF THEIR TYPE, AND NEW ONES MAY HAVE BEEN FINISHED SINCE.

Genocide.

Subject: New Mod - Fist Of Fate
Posted by [PsycoArmy](#) on Mon, 05 Jan 2004 10:17:57 GMT
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Looks good Can't wait to play it. I will be the first to though

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 05 Jan 2004 10:39:33 GMT
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PsycoArmyLooks good Can't wait to play it. I will be the first to though

Yup its just me and psyco workin on the project

Subject: New Mod - Fist Of Fate
Posted by [Try_lee](#) on Mon, 05 Jan 2004 11:38:47 GMT
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How does a petrol bomb fit in with that theme?

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 05 Jan 2004 11:45:04 GMT
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Fist Of Fate is a non C&C Mode mod and is based in the Medieval/Mythological periods, along with new additions from us.

Subject: New Mod - Fist Of Fate
Posted by [spreegem](#) on Mon, 05 Jan 2004 12:31:36 GMT
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OMG ROFL Holy Hand Grenade LOL! I love Monty Python and the Holy Grail, got it on DVD, Funny movie.

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 05 Jan 2004 12:58:07 GMT
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Yea, we got it ingame ages ago, along with the Hallelouja sound

Subject: New Mod - Fist Of Fate
Posted by [PsycoArmy](#) on Mon, 05 Jan 2004 13:55:29 GMT
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Don't worry i fixed the thumbs...

Subject: New Mod - Fist Of Fate
Posted by [Matt2405](#) on Mon, 05 Jan 2004 15:58:21 GMT
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Does the mod have a site yet? To keep us updated?

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 05 Jan 2004 16:02:14 GMT
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The mods site is in progress right now, and when its up you will be able to see new stuff , and access the forums. Ill keep u posted on the site subject.

Subject: New Mod - Fist Of Fate
Posted by [Gernader8](#) on Mon, 05 Jan 2004 16:27:22 GMT
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Oh pretty

Subject: New Mod - Fist Of Fate
Posted by [Titan1x77](#) on Mon, 05 Jan 2004 17:18:01 GMT
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Looking good!

If you need any mapping help let me know.

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 05 Jan 2004 17:22:06 GMT
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Titan, well...spikes doing the mapping but im sure u can help to..whats your msn ?

Subject: New Mod - Fist Of Fate
Posted by [Titan1x77](#) on Mon, 05 Jan 2004 17:28:10 GMT
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sent you a PM..I signed on msn

Subject: New Mod - Fist Of Fate
Posted by [spreegem](#) on Mon, 05 Jan 2004 23:18:28 GMT
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Will there be a killer rabbit that you can only kill with the holy hand grenade?

Subject: New Mod - Fist Of Fate
Posted by [OrcaPilot26](#) on Mon, 05 Jan 2004 23:37:57 GMT
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How will the catapults be implemented, since vehicles can't have firing animations (unless you're able to do some trick with the recoil)

Subject: New Mod - Fist Of Fate
Posted by [Imdgr8one](#) on Mon, 05 Jan 2004 23:49:36 GMT
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Genocide you know what I do and what I can do. IM me if in need.

Subject: New Mod - Fist Of Fate
Posted by [dufis791](#) on Tue, 06 Jan 2004 02:41:18 GMT
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hey, looks good.
im new to modding (working on my first mod) and understand the complications of using non-original weapons, let alone close combat!
good luck!
cant wait till ur done

Subject: New Mod - Fist Of Fate
Posted by [Dishman](#) on Tue, 06 Jan 2004 03:20:57 GMT
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If ya need any modeling help (to boost productivity if things look down), I can model pretty well.

Anyway, the mod looks pretty promising, and I'm rather interested in how you're going to pull off the kind of changes that will be made.

Good luck!

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Tue, 06 Jan 2004 05:51:55 GMT
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help on that would be great.

Unfortunately there wont be any killer rabbits, sorry

We have all the team we need now, but thank you very much for offering your support on the development side, you can help us really by supporting the mod and when the forums are up,

Genocide

Subject: New Mod - Fist Of Fate
Posted by [Ferhago](#) on Tue, 06 Jan 2004 08:02:07 GMT
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Oh man you need to release a beta soon just so we can use the Holy Hand Grenade

Subject: New Mod - Fist Of Fate
Posted by [Cebt](#) on Tue, 06 Jan 2004 10:40:42 GMT
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hehe yay!! im one of the few that get to help this mod

ohh and some of you guys that mean that i cant model.. got to
<http://tiberianaftermath.bf1942files.com> and you can see some of my work

Subject: New Mod - Fist Of Fate
Posted by [Renx](#) on Tue, 06 Jan 2004 19:57:48 GMT
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very nice!

Will there be any type of base defence? And are you going to implament a way to see your character while you're using the vehicle(ex: catapult)?

Man I can't wait to be kicking peoples' asses with swords and shit, keep up the good work

Subject: New Mod - Fist Of Fate
Posted by [Sir Phoenixx](#) on Tue, 06 Jan 2004 20:41:29 GMT
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Cebthehe yay!! im one of the few that get to help this mod

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Subject: New Mod - Fist Of Fate
Posted by [--oo00o00oo--](#) on Tue, 06 Jan 2004 23:38:32 GMT
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^^ like your "Most Recent 3D Models Link"?

Subject: New Mod - Fist Of Fate
Posted by [spreegem](#) on Tue, 06 Jan 2004 23:50:37 GMT
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Genocide!Unfortunately there wont be any killer rabbits, sorry

WHAT!! NO Killer Rabbits!! WTF!! OMG!! YOU HAVE TO HAVE THE KILLER RABBIT!! At least as a secret character or something

Subject: New Mod - Fist Of Fate
Posted by [Havoc 89](#) on Wed, 07 Jan 2004 00:39:18 GMT
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Sir PhoenixxCebthehe yay!! im one of the few that get to help this mod

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well acturally this is a TS mod for bf1942, cebt and i went to help out, that is a new site, it was just made, and arnt alot of updates there, but, we've got some kool stuff on that, C&C fans defently should try this mod out. oh and if u want to c cebts work, check it out! its some pretty kool stuff.

btw Genocide, Psychoarmy, awesome job guys!

keep it up!

Subject: New Mod - Fist Of Fate
Posted by [PsycoArmy](#) on Wed, 07 Jan 2004 02:30:15 GMT
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spreegemGenocide!Unfortunately there wont be any killer rabbits, sorry

WHAT!! NO Killer Rabbits!! WTF!! OMG!! YOU HAVE TO HAVE THE KILLER RABBIT!! At least as a secret character or something

I'll think about it.

Subject: New Mod - Fist Of Fate
Posted by [Havoc 89](#) on Wed, 07 Jan 2004 03:23:25 GMT
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lol. man i would laugh my ass off if u guys do, and make him shoot easter eggs from his ass, lol
haha

Subject: New Mod - Fist Of Fate
Posted by [drunkill](#) on Wed, 07 Jan 2004 10:32:11 GMT
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cool those pics are awesome!!! i like the idea! maby for base defences you could have balister towers!!....

i owud like to help out but i cant make maps or even modle...so if possible i would like to be a beta tester, im good at finding ugs and i only play renegade (except for vice city but only single player on that lol) so i have a lot of time and a fast conn.....but thats if you are going to have beta testers....

good luck!

Subject: New Mod - Fist Of Fate
Posted by [Sir Phoenixx](#) on Wed, 07 Jan 2004 13:31:18 GMT
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Havoc 89Sir PhoenixxCebthehe yay!! im one of the few that get to help this mod

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btw Genocide, Psychoarmy, awesome job guys!

keep it up!

The last 4 renders (orca transport, power plant, weapons factory and barracks) are the only nice ones, the other ones suck.

(That link in my signature hasn't been working for a long time, I'm just too lazy to remove it... I'll eventually upload my renders to a new host and fix the link.)

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Wed, 07 Jan 2004 16:03:41 GMT
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show that character in a stance, this process however does work in Single Player, Maybe you have seen a video where havoc enters a dune buggy.

Cebt modelled a gun for us and may help out in the future.

to the defences, we will see how it goes.

Backstage however things are propping up nicely, ive successfully modelled and skinned 4 new weapons, 1 new vehicle and we got another map on the go which ill reveal nearer its completion

Thanks for the support!

Genocide

Subject: New Mod - Fist Of Fate

Posted by [SuperFlyingEngi](#) on Wed, 07 Jan 2004 22:37:53 GMT

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My only suggestion is to add the Roman Turtle [An offensive/defensive troop formation, NOT an animal] [Nor does it include the Romulans from Star Trek] to the game, because that would be awesome. I'm just not sure if it would work better as a character or a vehicle, though...

The Roman Turtle

http://www.michtoy.com/MTSCnewSite/german_scale_folder/bartel_modelbau/bartel_Turtle/blb11007.html

Subject: New Mod - Fist Of Fate

Posted by [brent3000](#) on Wed, 07 Jan 2004 23:26:26 GMT

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wow looks cool :thumbsup: keep up the good work

Subject: New Mod - Fist Of Fate

Posted by [Havoc 89](#) on Wed, 07 Jan 2004 23:34:54 GMT

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Sir PhoenixxHavoc 89Sir PhoenixxCebthehe yay!! im one of the few that get to help this mod

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(That link in my signature hasn't been working for a long time, I'm just too lazy to remove it... I'll eventually upload my renders to a new host and fix the link.)

well cebt also made a GDI Infantry, which is pretty kick ass, and also made the APC. Check it out

Subject: New Mod - Fist Of Fate
Posted by [PsycoArmy](#) on Thu, 08 Jan 2004 10:34:09 GMT
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Sir wots ya name & havoc 89 plz take it elsewhere, plz :rolleyes:

Subject: New Mod - Fist Of Fate
Posted by [Sir Phoenixx](#) on Thu, 08 Jan 2004 13:51:01 GMT
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PsycoArmySir wots ya name & havoc 89 plz take it elsewhere, plz :rolleyes:

Take what elsewhere?

You have absolutely no clue what either one of us has said, you obviously didn't bother to read anything before replying.

Subject: New Mod - Fist Of Fate
Posted by [PsycoArmy](#) on Fri, 09 Jan 2004 09:08:58 GMT
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you did it again...

Subject: New Mod - Fist Of Fate
Posted by [Sir Phoenixx](#) on Fri, 09 Jan 2004 13:45:40 GMT
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Lol...

And you still have no clue about what's going on.

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Fri, 09 Jan 2004 18:01:05 GMT
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Anyways ladies....

News on the Forums/Site

Forums will be up within 24 hours, so keep tuned.

EDIT: Website layout near completion, hosting on its way, should be up soon

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Sat, 10 Jan 2004 19:45:19 GMT
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COMMUNITY UP!:

<http://fof.deadlyfear.com/forums/>

Subject: New Mod - Fist Of Fate
Posted by [kn0wn](#) on Sat, 17 Jan 2004 05:56:48 GMT
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Perhaps a Guard Tower that shoots arrows as a Base Defense?

Nice Mod Love the Holy Hand Grenade :rolleyes:

Subject: Woah.....Dude....wicked
Posted by [Havocdude76](#) on Mon, 19 Jan 2004 02:40:10 GMT
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WOAH cool mod that will be so cool i can't wait to get it, BTW genocide, psycorat GOOD JOB SO FAR!!!!!!!!!! But honestly, everybody can't decide about the killer rabbits! :thumbsup: KEEP UP

THE GOOD WORK! :crazy: :bomb:

BUT WHEN, IN THE DARKNESS IS TOILET MAN!!!!!!!!!!!! :shocked: :biggrin:

--]--
()

Subject: New Mod - Fist Of Fate
Posted by [Genocide](#) on Mon, 19 Jan 2004 02:45:17 GMT
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Thanks guys, remember to join our forums to get extensive updates.

Subject: oopsy...toilet man
Posted by [Havocdude76](#) on Mon, 19 Jan 2004 02:47:16 GMT
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(O) (O)
P00P!!!! COME OUT GRRRR CONSTIPATION, WHERE IS MY
MAGAZINE!!!!

Subject: New Mod - Fist Of Fate
Posted by [BrYaN_USMC](#) on Sat, 24 Jan 2004 05:26:19 GMT
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This mod looks really good geno. Hope you finish this one up.