
Subject: Stargate mod
Posted by [Anonymous](#) on Sat, 02 Mar 2002 18:22:00 GMT
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I think Stargate-SG1 mod would be cool. We could have Zat-guns, energy staves and Gau-ul hand devices. We could even have all the Stargate-SG1 characters. And don't forget the stargate, which when opened could transport people to the enemy base(or other gates around the map), it could even kill people who are standing in front of it when it opens.

Subject: Stargate mod
Posted by [Anonymous](#) on Sat, 02 Mar 2002 18:51:00 GMT
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...first SG1 mod for T2...now Renegade...=OP

Subject: Stargate mod
Posted by [Anonymous](#) on Sun, 03 Mar 2002 08:06:00 GMT
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that would kick some serious butt...imagine being able to use a death glider to wipe out oncoming attackers

Subject: Stargate mod
Posted by [Anonymous](#) on Sun, 03 Mar 2002 08:13:00 GMT
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There was a SG-1 mod for Tribes and the development was carried over into tribes2, but I'm sure we could make it different enough. Like being able to play Dr. Jackson and being able to use the star-gate.

Subject: Stargate mod
Posted by [Anonymous](#) on Wed, 09 Oct 2002 19:41:00 GMT
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I like the show stargate sg1, i would halp in this mod, but....it wouldent be much of a mod. cause there werent many vehicles in the story and making a working stargate would be impossible. That means, you just have a few guys running around in the desert avoiding death gliders.

Subject: Stargate mod
Posted by [Anonymous](#) on Sat, 12 Oct 2002 07:56:00 GMT

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as a simple mod why dont you make a map where you defend the mount from gould attacker, in the episode that happened a LONG time ago the gould had the gate constantly open, this was in an alternate universe but you can still do it, just use spawners for the gate and have jaffa come through, the vehicles will be army ones that you use to attack death gliders and jaffa. zat guns would basically be instant kill cus who would want to watch there body for 3 hours as your unconcience, staff weapons would get rid of 80\% of your health when your shot in the chest, and the only way to heal is at the armories or the infirmary, the medical and gun cabinets would be purchase terminals, you could have an outdoor machine shop that spawn vehicles, there would also be turrets and missile emplacement on the mountain

Subject: Stargate mod
Posted by [Anonymous](#) on Sat, 12 Oct 2002 08:07:00 GMT
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you could also doa mothership that is currently in hyperspace, this would be better for cnc mode, cus each team would have parts of the ship that they controlled, such as bridge, hyperspace core, jaffa bunkrooms, glyder bays, and any other main parts of the ship.

Subject: Stargate mod
Posted by [Anonymous](#) on Sat, 12 Oct 2002 11:28:00 GMT
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I just thought about this: One team could spawn at the stargate, like they just arrived.

Subject: Stargate mod
Posted by [L3f7H4nd3d](#) on Tue, 29 Apr 2003 02:53:04 GMT
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Oldest-topic-in-this-forum-bump.

Subject: Re: Stargate mod
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 02:45:51 GMT
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L3f7H4nd3d wrote on Mon, 28 April 2003 20:53Oldest-topic-in-this-forum-bump.
And it is again (I wonder how that happened), 3 Years 11 months and 28 days old.
BUMP!

Funny, you didn't have to register to post it looks like, you would get so much crap form unregistered people.

They must have got the star gate done because I saw it in the assets of a map a while back.
