

#### Introduction:

Renegade Unleashed 4.96 is an updated version of a classic mod I started way back in the mid 2000s, with the key idea of adding more variety to Renegade while still keeping it feeling... well Renegade. This is done in many ways including whole new vehicles/infantry/weapons, giving alternate firing modes to existing units, or maybe even buffing a unit that is generally considered not very good. I'm releasing this as a .pkg but if you run a dedicated server you can convert this to a 'server package' and include the maps into your normal rotation! This requires TTFS/TT. There are some readmes including in the 7z/zip including an example tt.cfg and da.ini settings.

#### New Units:

There are... 19 new GDI Vehicles(including alts), 17 new Nod Vehicles(including alts), 12 new Nod Infantry, 12 new GDI Infantry, and a new Beacon. These units fill a lot of roles, including support, infiltration, damage, anti-air, sniper-resistant and more! A picture is worth a thousand words they say, so check the hud screenshots to see all the existing units. A few example are below though!

**Locke/Kane:** Highly expensive "Leader Units". As their price might indicate these are strong units and are very expensive. However, they are worth it. They have their own unique Railgun/Rocket launcher. They generate credits for the whole team, and the poorer the player is the more credits it will generate every second for that player. They can't be one shot from full health by basically anything. They cannot drive, or be run over.

**Mammoth Mk2:** A classic C&C Mech with a large Health/Armor pool of 1400/1400. The coolest thing about this though is each gun attached to it can be individually manned. This allows for 2 back gunners, 1 front gunner, and the driver for a total of 4 people all gunning the vehicle at once!

**Advanced Infantry:** Tired of getting sniped? These infantry have tank armor! No more getting one shot by snipers. They carry a slightly better Laser Rifle.

**Stealth Generator:** A stealth tank that while weaker at combat, stealths all units within it's radius who are not actively firing. Great for sneaking up on enemies.

#### Equipment Menu:

There's an equipment menu that you can access by holding alt while clicking the refill menu now. While this recent addition is a little late on options, it's still very handy. Granted you're willing to pay for the options. Anyone can get a weak repair gun, or buy a few non-refillable proxy c4 to plug up a hole in your defenses. Great for when you have an expensive unit and a Hotwire or Tech won't do it.

#### Examples of default Renegade unit changes:

Many of the units were given alternate fire modes, which are intended to give more options without being a straight up better option. A small example is the Volt Auto Rifles secondary

"overcharge" fire mode. It does 20% more damage and its range reaches much further. This comes at the cost of 3 ammo per shot, causing you have to reload much more often. Some units such as the Flamethrower were buffed slightly. You can see a full list of vanilla(default Renegade) changes in the VanillaChanges.txt included in the archive.

#### Map Changes:

The map changes in this mod are mostly intentionally lite to keep this still feeling Renegade. Also I'm kind of lazy. There are however additions to try to make certain areas on maps a little more desirable. I've included Tiberium Extractors which can be captured by "Hacking"(repairing till full health) them to capture them. Causing your team to generate more credits similar to a Tiberium Silo in many other maps. Tiberium Strike beacon spawns, small health/armor spawns, Emplacements, and other various little/bigger changes to make use of more of the maps.

#### Improvements/Fixes:

Thanks to some included mods such as Mortalc13's Improved Weapons and Fixes, the mod looks and has some nice visual and functional bug fixes. All back and third person models now use first person models which look much better, along with having many other minor visual fixes. This includes function fixes such as Proximity Mines not going into the roof of certain doorways where they cannot be seen or disarmed.

#### Credits:

I've received A LOT of help in making this mod. I'd like to make a quick shoutout to @Mortalc13 /Demonic for helping with the last two versions, and the massive improvement to quality the mod has made in the short time frame these versions were worked on.. If you're interested in who else has helped out through the years you can check the Credits.txt included with the mod archive.

Thanks and enjoy the mod:). If you have any questions/concerns please don't hesitate to ask. I can also be found on discord @ Deathproxy

#### File Attachments

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- 1) [ReneUnleashed4.96.zip](#), downloaded 278 times

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